FIRE EMBLEM:PATH OF RADIANCE
MEMORIAL BOOK TELLIUS RECOLLECTION:THE FIRST VOLUME
ファイアーエムブレム 蒼炎の軌跡 設定資料集 テリウス・リコレクション［上］

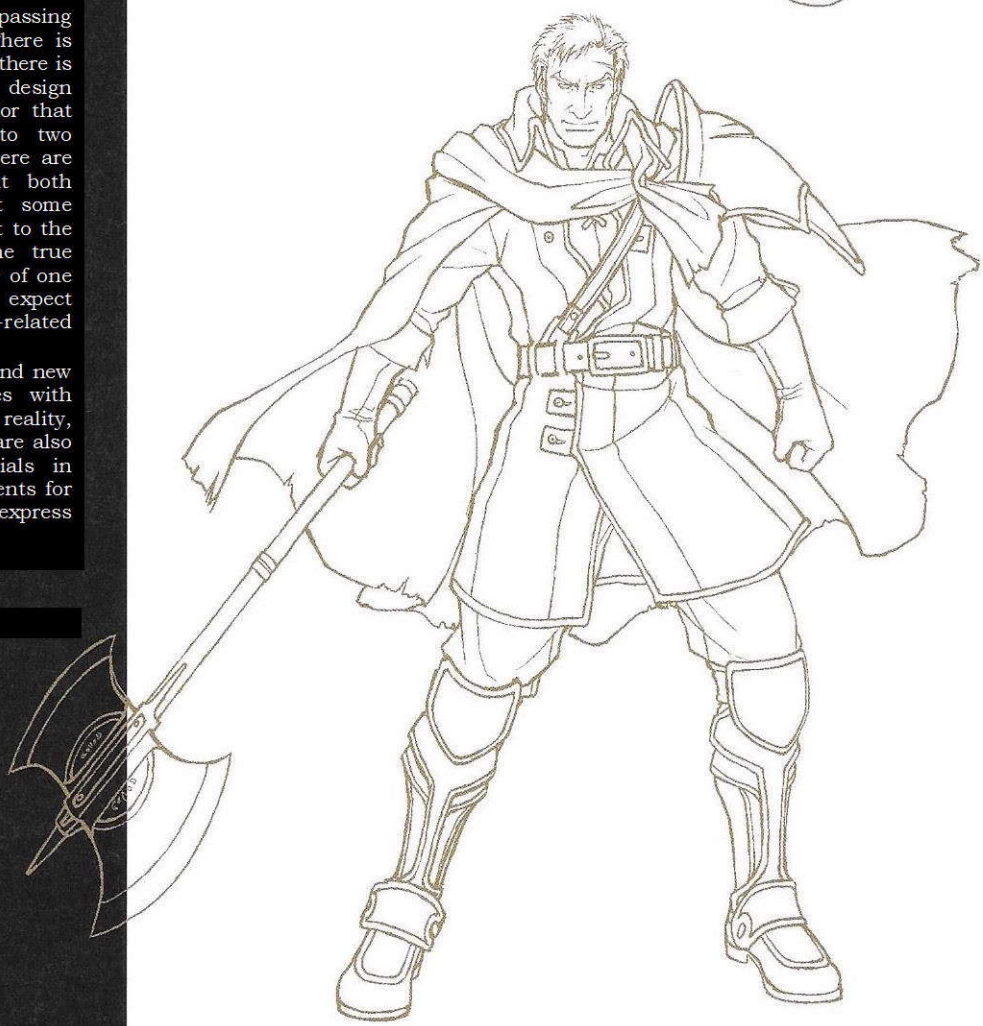
Fire Emblem: Path of Radiance Tellius Recollection (Vol 1)

This book is a compilation of design documents for *Fire Emblem: Path of Radiance*, which released April 20th, 2005 for the Nintendo Gamecube. The central focus is on the characters and the concept art surrounding them, but there are also materials on the history of Tellius, background images, and covert art illustrations. It is filled to the brim with all sorts of information that is being released to the public for the first time. Also, things like a story summary, list of bosses, and transcripts of support conversations are also compiled in this book.

We named it *Tellius Recollection* in hopes of conveying a specific feeling. It is meant to be like looking back on memories of Ike and his war and passing it down to a new generation. There is also a sequel to this book just as there is a sequel to the game, featuring design documents for *Radiant Dawn*. For that reason, the series is split into two volumes, one for each game. There are events that happen throughout both games that reveal facts about some characters, so we try to isolate it to the games' specific contexts (so the true identity of the Prime Minister, or of one of the mages, etc). You can expect answers for those and other story-related mysteries in the second volume.

We wish to thank both old and new fans of the *Fire Emblem* series with helping in making this book a reality, even this far on from 2005. We are also sincerely grateful for the officials in charge of the 10-year-old documents for being so cooperative with us. We express our deepest thanks to all of you.

-The Tellius Recollection Staff



A big thank you to everyone who supported this project.
Be sure to check out Volume 2 too! - @maikantopia
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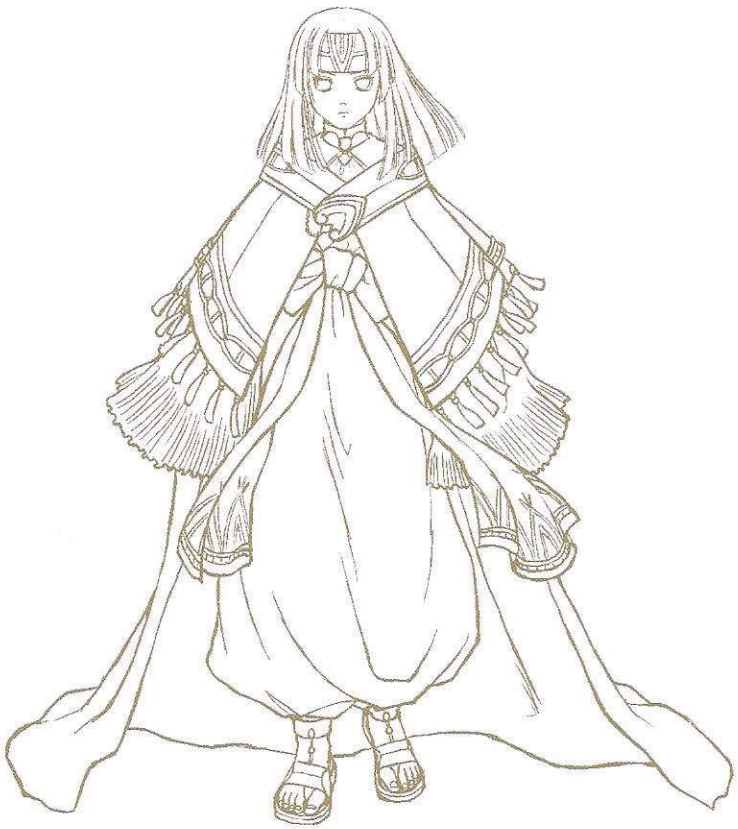

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History of the Continent of Tellius

History

Truth of the Fable -The Goddesses and the Fire Emblem-

The unshared origin story of Tellius. The era when gods and man walked the earth.
Let us explore the truth of the world from before the tale of the Radiant Hero's path.

I Ashunera and the Zunanma

In ancient times, when there was naught but ocean.
The mother goddess Ashunera descended upon the water's surface, giving birth to the land and all living creatures. Among these creatures, the goddess gracefully created those in her image.
They were the "Zunanma".

As time passed, the Zunanma branched into two.
The ones who inherited the goddess's wisdom, who could skilfully wield tools and language--the "Beorc".
The ones who inherited the goddess's strength, who could shift into birds, dragons and beasts--the "Laguz"
The two competed for the goddess's affection, shunning the other for their differences, eventually leading to conflict. The conflict beget hate and grew in ferocity, threatening to tear the land asunder.

Pained by her beloved children fighting between themselves, the goddess lost control of her powers in a moment of grief and unwittingly called forth gargantuan storms and floods.

In the blink of an eye, all of the lands save Tellius had disappeared into the vast ocean.

The goddess wallowed in regret. She worried deeply about the overwhelming part of her that caused this "chaos and disaster".

In the end, she decided that this part of her must be discarded.

II Order and Chaos

Thus, Ashunera expelled the "chaos and disaster" from herself and was reborn as Ashera, the Goddess of Order.

However, the "chaos and disaster" was itself a portion of the goddess.
It transformed into Yune, the Goddess of Chaos, whose hatred festered over time.
Because there were Zunanma survivors--Beorc and Laguz--who feared Yune as a monstrosity, it was not long before Yune's destructive powers were unleashed upon the Beorc and Laguz.

And so, the whole of Tellius was enveloped in a terrifying battle between Yune and the Beorc and Laguz.
During the final curtains of the war, the "Three Heroes" blessed by Ashera entered the fray.
They were the Beorc swordswoman Altina, the Laguz lion warrior Soan and the black dragon Deghinsea,

Guided by Ashera, the Three Heroes succeeded in stopping Yune.
Afterwards, the heron Lehran sang a mystical song, imprisoning Yune within an arcane seal.

III The Radiant Medallion

However the Three Heroes did no wish to see Yune destroyed.
They beseeched Ashera to reunite with Yune and return to becoming a complete goddess. Ashera adamantly refused this notion.
"Order" and "chaos" cannot co-exist.
Even though Yune is my other half, she still embodies "chaos and disaster". Therefore, she must be expunged--

But if we do not repeat the mistakes of the past, perhaps Yune's anger could be quelled.
Beorc and Laguz will grow in a world without war.
As they stood before their goddess, the Beorc and Laguz representatives of the Three Heroes made this vow:
"In these next thousand years, we shall not engulf the continent in war."

And so, the fate of the world was entrusted to the Beorc and the Laguz.

Within Tellius's heavy history, the medallion has been ever present, radiating a warm blue glow. Because of this, the radiant medallion became known as the "Fire Emblem".

The Goddess's Children -The Beorc and the Laguz-

Departure of the Goddesses and the Beorc and Laguz they left behind in Tellius.
Let us look back at the history from the age of fables up to the present era.

By the Year 645 of the Begnion Calendar, none remained who knew the truth behind the "fable". Instead, it was told that "the dark god Yune caused the great flood that wiped out the perfect Zunanma. Under the guidance of the goddess Ashera, the Three Heroes vanquished the dark god and restored peace to the world." The stories depicted Ashera as the one and true goddess and the avatar of benevolence, while Yune was denounced as the avatar of evil.
In the very beginning, the Kingdom of Begnion (later, Begnion Theocracy) was shaped into an example of the Three Heroes's ideal society.
131 years before the Begnion Calendar. In order to guide the masses in the absence of the two goddesses, the Beorc Altina and the Laguz Soan built a new nation. They called it "Begnion"--the country's name included both Beorc and Laguz influences. Soon after, Altina was crowned Begnion's first Queen.
The dragon tribe's life cycle was exceptionally longer than the other races and so, to preserve their unique society, they were led by Deghinsea to the western edge of the continent. There, they established the Kingdom of Goldoa, with Deghinsea as its King. (Goldoa's founding occured 3 years after the founding of the Begnion Theocracy, so it would be accurate to say it took place during Begnion Year 3.)
As years passed, the existence of the goddesses started to become little more than legend.
Although the selection process to elect the next Begnion ruler dictated that there should be alternating Beorc and Laguz rulers, a Laguz ruler was chosen for many successive generations. At the time, there were many who believed that Begnion's ruler should possess the greatest strength and, within the Laguz, there was a growing faction that considered the Beorc as inferiors. During a difficult time where the Laguz civilian population of Begnion vastly outnumbered the Beorc,

Altina's grandchild, Yoram, succeeded in hearing the Goddess's voice. From an altar on an island situated south-east from Begnion, Yoram gathered Beorc supporters in the name of the Apostle--the one who could converse with the goddess. Afterwards, an Apostle was born in Yoram's family for three successive generations. During the time of the 3rd Apostle--Yoram's grandchild Toremeni--a church was formed around the Apostle. Thus, the playing field evolved into the Laguz-backed Ruler Faction and the Beorc-backed "Senate", a religious organisation led by the Apostle, the Goddess's spokesperson.

Begnion Civil War and Birth of the Theocracy

The Laguz of the Ruler Faction and the Beorc of the Senate Faction fought over sovereignty of Begnion, which culminated in a civil war. As Deghinsea of Goldoa stood in silence, the two opposing factions waged a devastating war that tore Begnion in half. After several years of strife, the civil war ended with the execution of the hawk tribe leader, Keogh. The Senate declared victory, electing Apostle Meshua as Begnion's new Empress, paving the way for Begnion to become a nation where Beorc reigned supreme. So began the days of the Begnion Theocracy.
First Year of Begnion.
The Laguz who lost the war where pardoned for their war crimes, under the condition that they became slaves under the new Theocracy.
Among the Laguz, the Serenes herons who avoided the civil war were exempt from slavery.

Begnion Year 160. The Begnion Theocracy's power and influence was climbing towards its peak, but at the same time, there was growing discontent from the Laguz towards the Beorc autocracy.

According to recorded history, Goldoa lodged a plea to the Begnion Senate requesting for better treatment of Laguz within the Theocracy, but this plea was simply brushed aside. During this time, the Senate proclaimed that they--the Beorc--were the closest to the Goddess and, like the Zunanma of yore, were to be henceforth known as "Humans".
This bold proclamation inspired the populace and, quickly spread throughout Begnion, leading to a clear division between the "Humans" (Beorc) and the "Sub-humans" (Laguz). From then on, believing that they could no longer exist in harmony with the Beorc, the Laguz steadily began to escape Begnion, in hopes of finding new homes. The beast tribe ventured beyond the western borders, towards the forests of Gallia, while a part of the bird tribe fled to the unexplored southern islands.
The timeline on the next page depicts the events from here up to Begnion Year 645. As history itself bears witness, the land of Tellius, which the Goddess entrusted to mankind's safe-keeping, had unknowingly become a battlefield for endless power struggles.

Begnion Escape Routes

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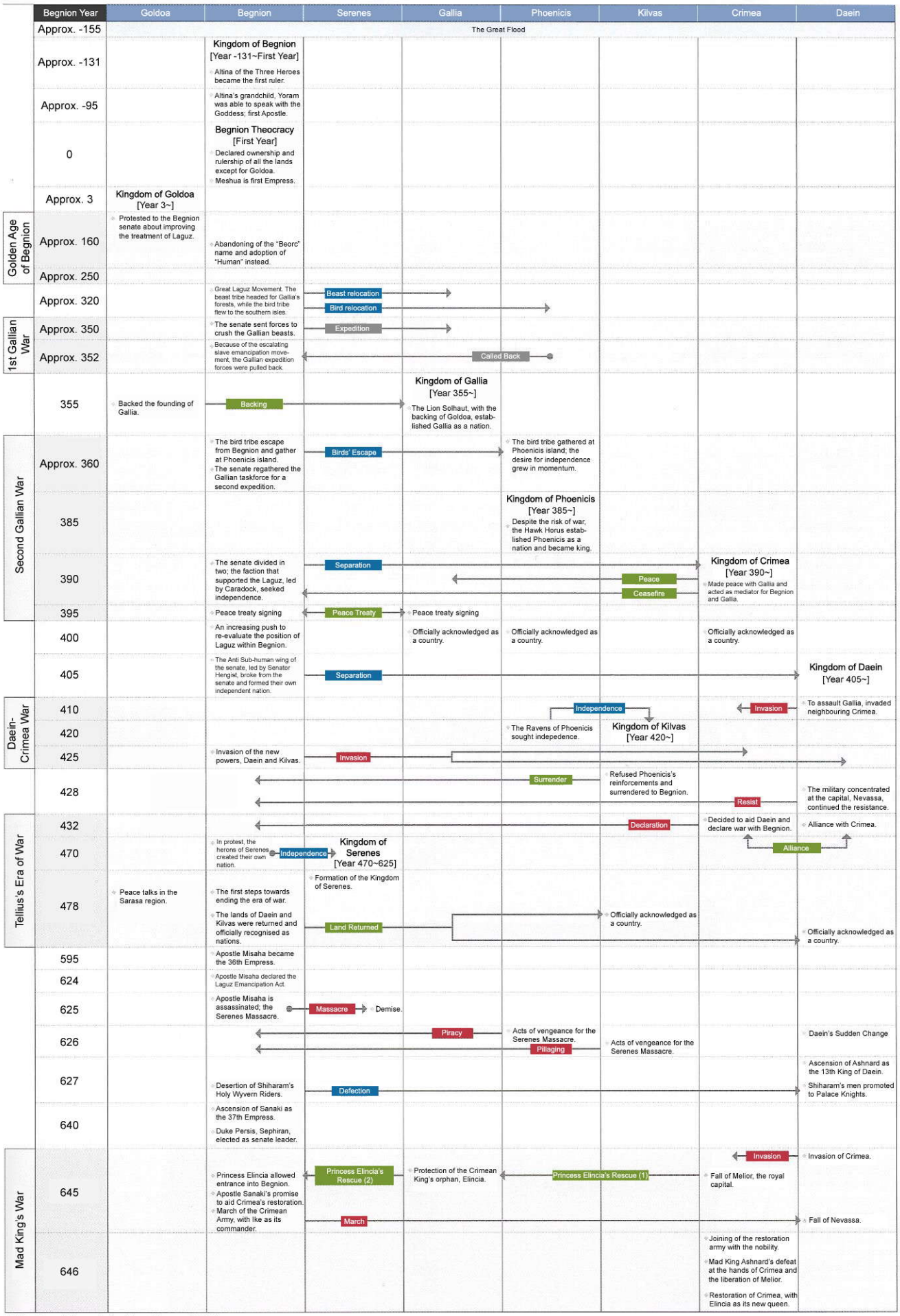
Scan provided by Kirokan
Last revised: 6th August 2016
Update: Fixed an erroneous line about the succession of Apostles.

The Rise and Fall of Tellius's Nations

Category: Oppose | Support | Leave | Other



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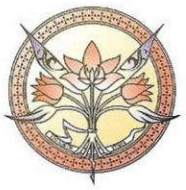
Beorc Nations

Around the Year 400, the Begnion Theocracy divided twice.
Let us deepen our understanding of the three Beorc nations' origins.



Kingdom of Crimea
クリミア王国

Founded in the Year 390. After the Laguz-sympathising faction of the senate broke away, they elected the Crimean Duke Caradock, based in north-western Tellius, as their first king. In its early days, it alone forged peace with the Kingdom of Gallia and the two became steadfast allies. After leaving the political nexus of Begnion, Crimea nurtured a society and culture where Beorc and Laguz existed as equals. The birth of Crimea had massive repercussions for Begnion, causing the Pro-Beorc agenda to gradually wane. Additionally, it was an important catalyst for mediating peace between Begnion and Gallia in the Year 395, which later resulted in Crimea, Gallia and Phoenicis becoming officially acknowledged as nations in the Year 400.
Of the Beorc nations, Crimea is the most accepting of Laguz, but because of geographical reasons, most Laguz emigrated closer to the southern regions of Tellius, so its Laguz population isn't actually that high. Despite this, it's not unusual to see Laguz walking freely in broad daylight.
Since the nation was not founded on military strength, its power is concentrated in its influential bureaucrats, who are guided by the ruler's wise leadership. Instead, the country depends on hired swords for the majority of its fighting strength. Although this results in comparatively weaker national defences, it also creates a healthy system where nobles and merchants can hire their own private armies instead.

Kingdom of Daein
デイン王国

Founded in the Year 405. In protest of the Begnion Theocracy's peace treaty with Gallia and the official recognition of the Laguz nations, the Laguz-hating faction separated from the senate and elected Daein's Duke Hengist, based in northern Tellius, as their king.
As witnessed from the history of its establishment, Daein is an extremely Pro-Beorc nation, built in a harsh landscape of towering cliffs and desolate wasteland and where the military exercise absolute control. It has a strict civilian class structure where movement between classes is unheard of, as well as a highly centralised distribution of power where the kingdom's ruler enjoys the same amount of control as Begnion's own Empress.
From the impression of an outsider, Daein is a realm subject to a tyrannical ruler. It is also renown for its iron-rich mountains and salt deposits from the low-rainfall, northern shores, which generate a huge amount of national income. Yet its citizens can barely sustain themselves under the heavy taxes, causing other nations to question Daein's living conditions. The country's government is focused around military participation and might, which is a stark contrast to Crimea's government and a source of tension between the two neighbouring nations. Furthermore, the nation has an intense dislike of holy men, who often come preaching their moral ideologies and the black market that follows in their tracks.

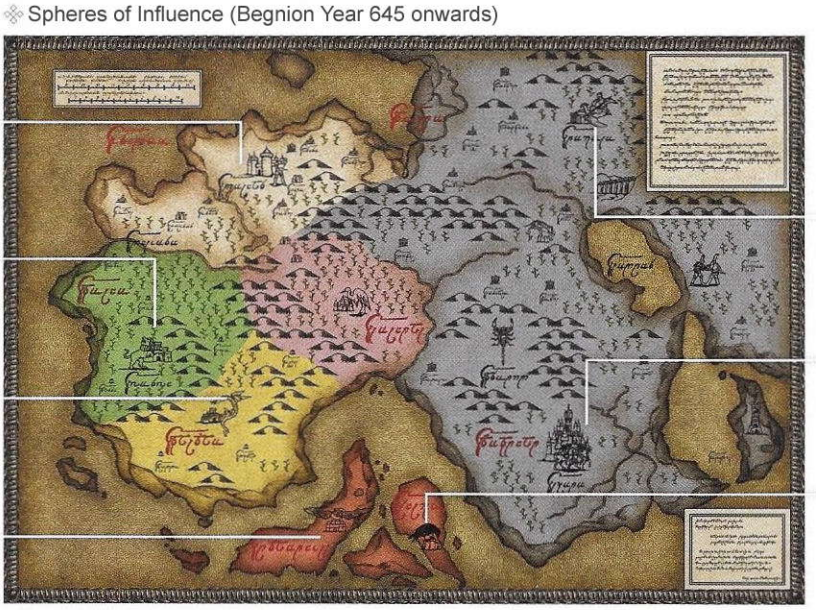
Begnion Theocracy
ベグニオン帝国

Founded at the start of the Begnion Calendar. The legacy of its establishment was discussed in earlier pages. Begnion is a theocratic nation ruled by generations of Apostles, starting with the first Empress, Apostle Meshua. It is the largest nation on Tellius, with a sphere of influence centred around the south-eastern Begnion region and territories spanning the north-eastern Noad region, the eastern Persis region, the island of Est, the central Razia desert and the Serenes Forest. Its landscape is heavily shaped by the golden era of the 300s and is a favourite source of nostalgia for its inhabitants (rather than the drama surrounding the Pro-Beorc era).
At one time, with the exception of Goldoa, Begnion's influence encompassed the entire continent. Even after the Beorc nations of Crimea and Daein split from Begnion, from the Year 400 and onwards, it still occupied most of the eastern half of the continent. Despite its turbulent history, it is a prideful Beorc nation keen to succeed the hero Altina's will and, under the supervision of the Begnion senate, there are no doubts that it is the strongest nation on Tellius in both political and military might.
A characteristic feature of Begnion is that the members of its senate are all bishops of the Begnion Church. Among its members are the "Three Dukes"--Duke Persis, Duke Noad and Duke Est--who each hold the position of Archbishop and are the administrative leaders of their respective provinces. Each province owns their own independent army and the generals of the army are appointed by the duke of the province; as such, there's no such thing as a national army. However, the Empress's personal guard--the Apostle's Army--is often viewed as the closest thing to Begnion's army. Although its members are carefully chosen to be the finest of knights, but because its numbers are far too small, it is technically a squadron and thus an army in name only.
Should a situation demand it, the various provincal armies can combine into the "Imperial Army", which follows the orders of the Empress's appointed "Great General". The Great General's usual role is to lead Begnion's central army.

Spheres of Influence in the Continent of Tellius

Spheres of Influence

Spheres of Influence (Begnion Year 645 onwards)



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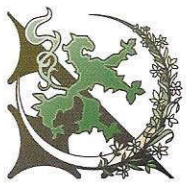
Laguz Nations

Each of the Laguz tribes gathered to form their own nations.
For better or worse, their relationship with Begnion has been in flux.

Kingdom of Goldoa
ゴルドア王国

The realm of the dragon tribe. As outlined in earlier pages, the exact year of its founding is unclear. The earliest historical records indicate that 3 years after the founding of the Kingdom of Begnion, the dragon tribe had already made permanent residence in the Goldoa region. Since its founding, Goldoa has maintained absolute isolation under the rule of Deghinsea of the Three Heroes, while the Begnion Theocracy flourished and widened its grip on Tellius. The dragon tribe views itself as the superior race and values the succession and prosperity of its kind above all else. One could argue that this supremacist view is no different to Begnion's pro-Beorc teachings. Not only the Beorc, there is even a tendency for the dragon tribe to look down on the bird and beast Laguz.
Deghinsea's regime has existed for time immemorial; as such, it is inseparable from the dragon tribe's ecology. His regime's "all in one" philosophy means differing views do not exist. Consequently, there is no conflict between equals, nor any need for debate.
In the Year 645, in response to the Kingdom of Daein's escalating aggression, and perhaps for other reasons, Goldoa put their full strength into researching dragonstones and preparing their soldiers.



Kingdom of Gallia
ガリア王国

The realm of the beast tribe; founded in the Year 355. During the height of Begnion's Pro-Beorc teachings and the growing enslavery of the Laguz, the beast tribe fought back and, after many hardships, gathered at the Gallia region. There, they elected Solhaut as their first king. After two wars with the Begnion Theocracy, in the Year 395, the two nations signed a peace treaty. Additionally, from the moment of Crimea's birth, Gallia has been a firm ally. Because of this influence, roughly 20% of its population are Beorc emigrants from Crimea.
Gallia is a unique nation without written law or political institutions. Within Gallia's forests live a collection of scattered tribal groups of varying sizes. From time to time, these groups acknowledge the most powerful of them all as king. However, as there is no national regulation, organising a Gallian army is impractical and thus the wars with Begnion were primarily fought using the strength of individuals. On the other hand, the forests of Gallia itself acted as natural fortresses that could be used to deter invaders. Against Gallian warriors hidden among the trees and whose full might could topple a soldier in a single blow, Begnion faced a downhill battle and were forced to retreat twice.

Kingdom of Phoenicis
フェニキス王国

The realm of the bird tribe; founded in the Year 385. Similar to Gallia's founding, it was established by the "Hawk King" Horus, after gathering the bird tribes who fled to the southern Phoenicis isles. From the Year 400 onwards, after the three nations peace treaty, Phoenicis sought to improve relationships with Begnion, such as by means of trade. However, during the 600s, in retaliation to the return of extreme Laguz oppression and prejudice in Begnion, the birds of Phoenicis raided Begnion's slave and private ships, becoming feared as the "shipless pirates".
After Kilvas split from Phoenicis in the Year 420, hawks have dominated the population of Phoenicis. The hawks are extremely proud--and equally unforgiving towards those that damage their brethren's honour. Ever since the Serenes Massacre in the Year 625, they have served as protectors of the Serenes royals who were driven to extinction.
Generations of Hawk Kings have led the people with their exceptional valour and strong leadership. It is the norm for the king to spearhead battles, which in turn raises the morale of the troops following behind.

Kingdom of Kilvas
キルヴァス王国

The realm of the raven tribe; founded in the Year 420. Created after the Kingdom of Phoenicis split in two; thereafter, it claimed the eastern half of the Phoenicis isles as its territory. Operating secretly within the shadows of history, Kilvas has been behind all manners of unscrupulous dealings, such as national espionage, kidnappings and assassinations. Additionally, there are unceasing rumours that some of the Phoenicis ship attacks were the work of the Kilvas ravens in disguise (or perhaps even most of the attacks).
Kilvas's government functions the same as Phoenicis's, with the most exceptional raven rising to become king. In contrast to the hawks' sheer might, the ravens are respected for their wisdom. In fact, Kilvas is proud of its cunningness, which allows it to stand up against other rival nations.

Kingdom of Serenes
セリノス王国

The realm of the heron tribe; founded in the Year 470. At the time, the Begnion Theocracy fought a war in the Goddess's name, which the heron tribe used as reason to doubt the Apostle's existence. This angered the senate, who considered the accusation a threat against the very foundation of Begnion. As a result, Begnion declared that the Serenes herons would be banished from its church. In defiance, the heron tribe gathered at the Serenes Forest and created the Kingdom of Serenes.
In the Year 625, the kingdom underwent great upheaval. A year earlier, after proposing the Laguz Emancipation Act, Begnion's Apostle Misaha was mysteriously assassinated. The senate condemned the heron tribe as the perpetrators, causing the whole of Begnion to direct their furious rage at Serenes. The masses, half of whom had degenerated into a violent mob, ravaged the Serenes Forest, striking down the defenceless herons; in just a few days, the kingdom was devastated (this became known as the "Serenes Massacre"). Originally, the heron population numbered in the thousands, but in the end, less than a hundred survived the attack. Most of the survivors were placed under the protection of Begnion's nobility--becoming mere trophies--and the heron tribe effectively vanished from the public's eye. Thus marked the demise of the Kingdom of Serenes.

Lifespans

The Goddess Ashunera created the Zunanma, the forefathers of the Beorc (humans) and Laguz (sub-humans). Because they were shaped in the Goddess's image, their appearances--subjective differences aside--are very similar. Despite this, the vitality between each race can differ greatly. The long-lasting dragon tribe are in a league of their own, but even the lion tribe, which has the closest lifespan to the Beorc, can live up to 3 times longer. The table below comes from a certain Begnion noble's research and includes some suggested reference values.
According to this, for each Beorc year that a lion, tiger, cat, hawk or raven appears to be, they have aged 3 equivalent years. So if a beast tribe Laguz looks to be 20, they have actually lived for around 60 years. Meanwhle the heron tribe live slightly longer. As for the dragon tribe who are famed for their longevity, one only needs to look at the values in the table to appreciate their magnificence. With an average lifespan that's 17-18 times that of the Beorc, it's understandable that their view of history and conflict is unlike others.
The data even has some examples of children born between Beorc and Laguz--commonly known as "Branded". As shown, a union with the dragon tribe will dilute the lifespan to 3 times. In the future, if mixing of blood becomes more widespread, we can predict that the lifespans of the Branded will edge closer to the Beorc. Whether a day like that will come remains to be seen.

	Appearance	Avg. lifespan
Human	1	60
Lion	3	180
Tiger	3.2	192
Cat	3.4	204
Hawk	3.45	207
Raven	3.5	210
Heron	5	300
Red Dragon	16.7	1002
Black Dragon	17	1020
White Dragon	17.5	1050
½ Black Dragon*	3.33	185
½ Lion*	1.2	94
½ Tiger*	1.02	65

*Half-human (Branded)

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Scan provided by Kirokan
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The Greil Mercenaries

Ike

アイク

PERSONAL DATA

Species: Beorc
Age; 17
Class: Ranger/Lord
Affinity: Earth
Origin: Crimea (Born in Gallia)

Hobby: Sleeping
Talent: Speed-eating
Finds Important: The Greil Mercenaries, Family
Likes: Birds (because they live freely)
Dislikes: Extremely picky/judgmental people

NOTES

A Ranger of the Greil Mercenaries. He is the son of Greil, and Mist's older brother. His mother, Elena, died when he was young.

A key characteristic of Ike is his more adult-view of the world, due to having been influenced and raised on the battlefield. He hates saying more than needs to be said, and is always stout-hearted. Some others likely perceive this as him acting above his actual ability, however.

After his father was murdered by the Black Knight, Ike succeeded Greil by becoming leader of the Greil Mercenaries. This was a rather heavy burden for the inexperienced Ike to bear, which led to some inevitable friction with those around him. However, thanks to his natural sense of righteousness and unprejudiced personality, he managed to gain plenty of allies. Ike eventually grew to command the entire Crimean Liberation Army after being formally knighted by Princess Elincia.

Ike, wielding the divine sword Ragnell and utilizing the hidden art of "Aether" defeated the Mad King Ashnard and became known as the "Patriotic Hero."

However, this is only the beginning for Ike, who will eventually come to be revered as the "Radiant Hero."

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Mist

✣ミスト

PERSONAL DATA

Species: Beorc
Age: 15
Class: Cleric/Valkyrie
Affinity: Water
Origin: Crimea (Born in Gallia)

Hobby: Housework
Talent: Cooking, making lunch boxes
Finds Important: Family
Likes: Sweet things
Dislikes: People dying

✣ ✣ ✣ ✣ ✣
NOTES

The hardworking girl who does miscellaneous chores for the Greil Mercenaries. She is the daughter of Greil, and Ike's younger sister. Her mother, Elena, died when she was young, but Mist still remembers and often hums the lullaby her mother used to sing to her when younger.

She is quite an obliging girl who has a cheerful personality that speaks from the heart. She is always looking after her fellow mercenaries who fight on the field and does her best to help out in any way she can. After the death of her father, Mist chose to take up a staff and fight alongside Ike on the battlefield. Though she inherited a gentle face and demeanor from her mother, hidden behind that is a fiery determination that burns once pressed to decide on something important. She likely inherited this from her father.

The bronze medallion she keeps close to her heart as a keepsake from her father Greil is in fact the same item that the rest of the world refers to as the "Medallion of Blue Flames." Like her elder brother Ike, destiny still has more in store for her, as it guides them toward the eventual battle between the Goddesses of Order and Chaos.

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Titania

✣ティアマト Tiamat

PERSONAL DATA
Species: Beorc
Class: Paladin
Affinity: Light
Origin: Begnion

Hobby: Mercenary group tasks
Talent: Easy to get along with
Finds Important: Trust in her comrades
Likes: Justice/truth/honesty
Dislikes: Injustice/lies/dishonesty
Apparent Age (Designed): 30

✣ ✣ ✣ ✣ ✣
NOTES

A paladin of the Greil Mercenaries. Due to her combat prowess and leadership skill that outdoes the ordinary mercenary, she serves as deputy commander of the mercenaries and as Greil's right hand.

She has zero-tolerance for any injustice, and goes at great lengths to guide the group in the right direction. She continues this way of thinking even after Greil's death, supporting the new chief Ike in the same way.

She was acquainted with both Greil and Elena in the past. She assumed the role of both an older sister and mother to Ike and Mist after their real mother had died. In fact, Titania became like a sister to everybody in the group who needed someone to talk to about their troubles. As a result, she formed deep bonds with the group and became both a reliable and approachable big-sister to the rest.

She does not talk too much about herself, but is not ashamed of bearing the title of "Paladin," as she had once served as a Crimean Royal Knight. She was stationed in Gallia too as part of an appeasement plan to deepen ties between the nations.

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Soren

Senerio ✣セネリオ

✣ ✣ ✣ ✣ ✣

NOTES

A brilliant young man who is part of the Greil Mercenaries. His unique trait is keeping a formal tone with people regardless of his relation to them. Though he can be deployed on the battlefield as a mage, his primary duty is serving as Ike's strategist.

He suffered a troubled childhood --having been cast away by both his birth mother and the woman that raised him. He was eventually handed over to an old sage who resided in the remote regions of Gallia and was put through harsh lessons in order to gain the wisdom the sage taught. As a result of this harsh upbringing, Soren was left unable to speak even a single word. He grew used to being surrounded by laguz who naturally and regularly ignored his existence. However, one day Soren encountered a young Ike who stood out to him due to being unprejudiced. Eventually, after Greil went berserk due to the "Medallion of Blue Flames," Soren trailed after the Greil Mercenaries and headed toward Crimea. After some years had passed, he ended up joining them as a full-fledged member. He displays a personal -almost fanatic- loyalty to Ike due to this history between the two.

Though the mark on his forehead is often seen as the "Mark of a Spirit Charmer," it is in truth the mark of the "Branded" --the result of a union between a laguz and beorc. A major key to solving the mystery of Soren's birth is in the follow up story of *Radiant Dawn*.

PERSONAL DATA

Species: Beorc
Class: Mage/Sage
Affinity: Dark
Origin: Begnion

Hobby: Studying
Talent: Memorization
Finds Important: Ike
Likes: Reliable people
Dislikes: Beorc and Laguz
Apparent Age (Designed): 16

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Oscar

✣オスカー

PERSONAL DATA
Species: Beorc
Age: 24
Class: Lance Knight / Paladin
Affinity: Earth
Origin: Crimea

Hobby: Grooming his favorite horse
Talent: Sensing people's presence
Finds Important: His favorite horse, family
Likes: Snack time
Dislikes: Inefficient things

✣ ✣ ✣ ✣ ✣
NOTES

A knight who works for the Greil Mercenaries. He is Boyd and Rolf's older half-brother who shares a different mother. He is calm, gentle, and speaks in a rational manner. He is also recognized as the most skillful cook of the group, which results in scenes where he is more like a mother than a brother. He once served in the Crimean Royal Knights alongside Kieran.

He calls the mercenaries his "family," and continues to serve Ike with the same outlook even after Ike becomes chief of the group in Greil's place.

The root of Oscar's motivations stem from his strong conviction to help his countrymen who are in need of saving that the higher-ups do not care to save.

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Boyd

Bole ✣ボーレ

PERSONAL DATA
Species: Beorc
Class: Fighter / Warrior
Affinity: Fire
Origin: Crimea

Hobby: Getting stronger
Talent: Being honest/frank (to the point of foolishness)
Finds Important: The Greil Mercenaries, Family
Likes: Manly things
Dislikes: Strict training drills
Apparent Age (Designed): 18

✣ ✣ ✣ ✣ ✣
NOTES

A warrior who works for the Greil Mercenaries. He is a half-brother (through a different mother) to Oscar and Rolf. He is different than his calm brothers, being the boisterous middle child that stands out. His upfront personality and rough nature makes him quite the animated character. He has known Greil, Ike, and Mist ever since they arrived from Gallia, and treats Ike like a brother.

Since he was granted official mercenary status before Ike, he feels the need to act as Ike's senior all the time. This shows in the mutually casual banter between the two. He often quarrels with Mist in the same way, though the circumstances and reasoning for this is slightly different.

After Greil's death, despite the fact Boyd calmly accepted that Ike was unfit for serving in place of his father's greatness, he was still the first to approve of the new group's formation.

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Gatrie

✣ガトリー

PERSONAL DATA

Species: Beorc
Class: Knight / General
Affinity: Light
Origin: Crimea

Hobby: Body strengthening
Talent: Crushing fruit with his bare hands
Finds Important: His comrades
Likes: Cute girls
Dislikes: People who have lovers
Apparent Age (Designed): 25

✣ ✣ ✣ ✣ ✣

N O T E S

An armor knight of the Greil Mercenaries. He acts like a little brother to Shinon, and he's always seen alongside him.He has an easygoing and jovial personality, but has no standards for women, and is especially vulnerable to the plight of a beautiful maiden. Because of this, he had been gullibly swindled by a lady thief* into giving her his wallet, leaving Shinon with a staggering pill to swallow. After Greil's death in battle, Shinon and Gatrie left shortly after Ike was inaugurated as the new head of the mercenaries, though it is unknown if he left of his own accord. Later, under the employment of a noble from the Begnion Empire, he rejoins the effort on the battlefront against Daein alongside Astrid.

✣ ***Greil Mercenaries***

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Shinon

Chinon ✣シノン

PERSONAL DATA

Species: Beorc
Age: 27
Class: Sniper
Affinity: Thunder
Origin: Crimea

Hobby: Drinking
Talent: His wicked tongue
Finds Important: Bow skills
Likes: Competency
Dislikes: Laguz

✣ ✣ ✣ ✣ ✣

N O T E S

A sniper of the Greil Mercenaries. He is one of the veterans of the group. While his uncooperative attitude and sharp tongue is infamous among the group, his skill with a bow is absolute. Shinon taught Rolf (who practically idolizes him) the art of bow-making, and though he can be strict, occasionally displays a gentler side too.

Shinon always opposed Ike for being weak. After Greil died and Ike became chief of the Greil Mercenaries, Shinon made a show of his displeasure by leaving the group with Gatrie.

Later on, Shinon encountered Ike's group as a mercenary working for Daein. After being persuaded by a confrontation with a pleading Rolf and a matured Ike, Shinon rejoined the mercenary group that he loves so much.

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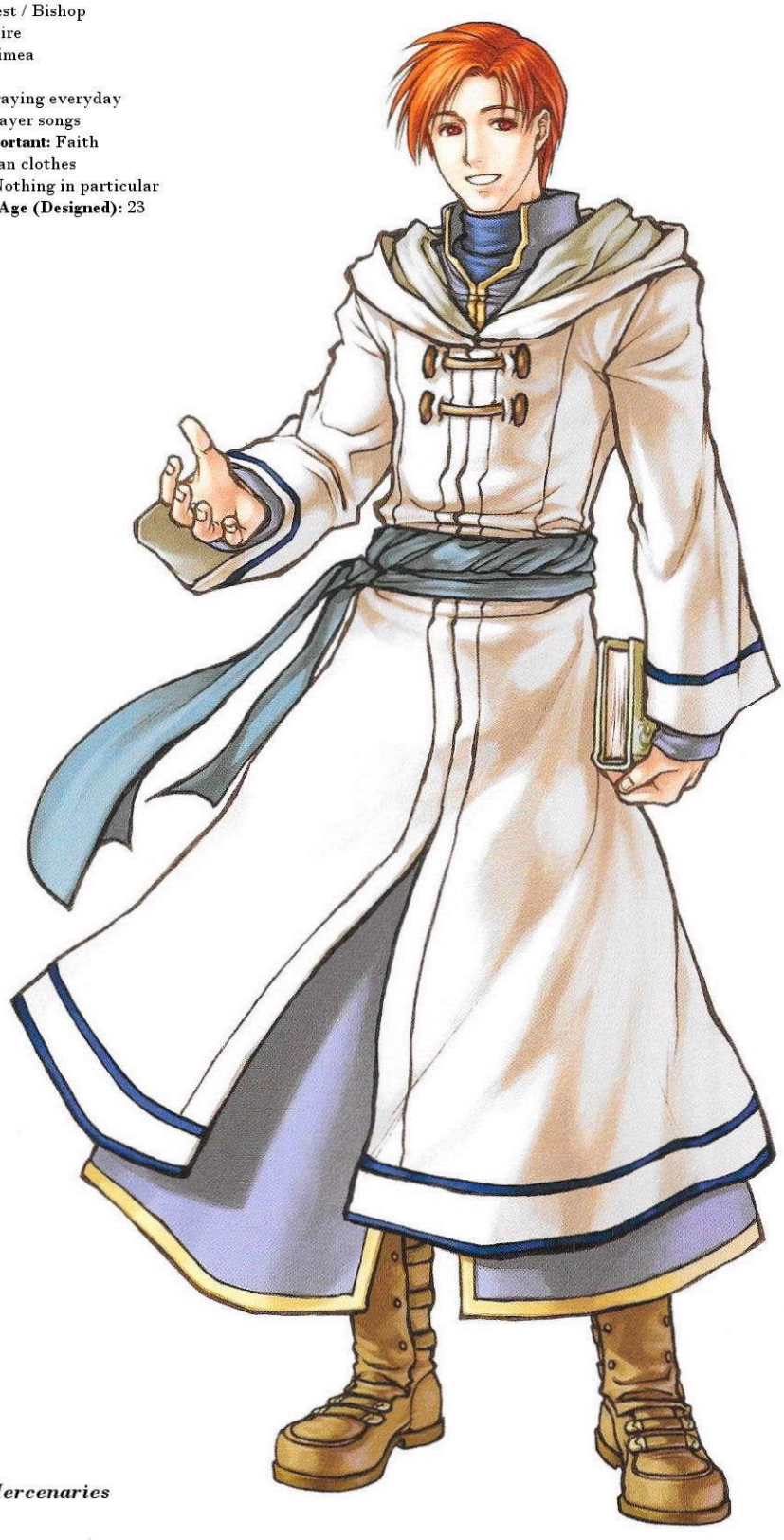
Rhys

✣キルロイ

Kilroy

PERSONAL DATA
Species: Beorc
Class: Priest / Bishop
Affinity: Fire
Origin: Crimea

Hobby: Praying everyday
Talent: Prayer songs
Finds Important: Faith
Likes: Clean clothes
Dislikes: Nothing in particular
Apparent Age (Designed): 23



✣ *The Greil Mercenaries*

✣✣✣✣✣
NOTES

A priest who works for the Greil Mercenaries. He was originally just a civilian going about his day in a village as a healer when he came across Titania --who was wounded during a mission. This chance encounter led to him joining the mercenaries after nursing her back to health.

His body is incredibly frail and he often feels weak, so is often left to care for the mercenary fort alongside the younger members Rolf and Mist. However, he is still a valuable asset to the team who continues to support them from the sidelines. Skillful staff-users like him that are needed for healing are scarce yet necessary among the mercenaries.

When he was a child, he would enthusiastically listen to his uncle's tales about traveling the lands as a mercenary and longed to be like him. Since he was often bedridden back then too, he shows child-like glee when given the opportunity to see the world from Ulki's back in the sky. He still has an innocent and curious side to him.

Due to having a gentle and helpful personality though, he often finds himself in trouble by the actions of the more impulsive members of the group.

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Rolf

Lofa ✣ヨファ

PERSONAL DATA
Species: Beorc
Class: Archer / Sniper
Affinity: Wind
Origin: Crimea

Hobby: Helping Mist
Talent: Bows
Finds Important: Letters from his mother
Likes: Cool things
Dislikes: Ghosts and monsters
Apparent Age (Designed): 12

✣ ✣ ✣ ✣ ✣
N O T E S

A boy who is tasked with doing various chores for the Greil Mercenaries. The youngest of the "three brothers" after Oscar and Boyd. His birth mother left him when he was a little boy. His mental level is like that of an adult, which betrays his otherwise childish appearance.

Though he traveled with the mercenaries, his tasks were mostly chores such as helping Mist with cooking and cleaning. Because of this, he had no combat experience prior to when Greil died. As the youngest member of the group, he respectfully calls Ike and the others "-san" and only attaches "-chan" to Mist.*

Rolf seems to be one of the few people that the foul-mouthed Shinon actually trusts. After Mist and Rolf become apprentice group members, the budding Rolf blooms to become a skillful archer. This was all thanks to Rolf training with Shinon at every opportunity he could get.

* - Japanese version only. No equivalent was presented in the English one as this personality trait is rather Japanese-language specific.

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Greil

✣グレイル

PERSONAL DATA
Species: Beorc
Class: Hero
Affinity: Heaven
Origin: Daein

Hobby: Drinking
Talent: Axes
Finds Important: Family, his Mercenaries
Likes: Freedom
Dislikes: Political ties
Apparent Age (Designed): 47

✣ *Greil*
Mercenaries

NOTES

The leader of the Greil Mercenaries; a veteran hero. He and his wife, Elena, are the parents of Ike and Mist.

With the exception of Titania, his past before leading the Crimean mercenaries was kept hidden from the others. His true identity is Gawain, the Divine Knight of the "Steadfast Four Riders" who served the previous king of Daein. After his fiancé Elena was entrusted with Serenes's "Fire Emblem", he fled to the Kingdom of Crimea and assumed the alias "Greil". Later, he settled with his family in Gallian soil and also became close friends with Caineghis. Around this time, he met Titania who was stationed at Gallia as a foreign exchange soldier.

Around 10 years ago, while fighting back assailants sent by Ashnard to retrieve the "Fire Emblem", he touched the medallion and was consumed by its chaotic energies. Unable to restrain his power, Greil slaughtered friend and foe alike, only stopping after he cut down his beloved wife. Having witnessed the dangers of the medallion's power first-hand, Greil cut the tendons in his sword arm and made a contract with an elusive assassin: should he ever go berserk again, the assassin was to end his life.

Thereafter, Greil took up the battle axe Urvan and, even while he fought the Black Knight, he never gave up his convictions. Meanwhile, he passed down the swordmanship he perfected as "Gawain" to Ike and entrusted the medallion's safekeeping to Mist. He probably made these plans in anticipation of his inevitable downfall. If it wasn't for the sudden duel with the Black Knight, perhaps the history that followed would have taken a very different turn.

Greil lived a life without borders and without fear of the various obstacles in his path, and he had a lasting influence on the lives of many others. Even after his death, his glorious will was succeeded by his son, the "Radiant Hero".

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Elena

✣エルナ

PERSONAL DATA
Species: Beorc
Class: Priest
Affinity: Water
Origin: Daein
Apparent Age (Designed): 35

✣ ✣ ✣ ✣ ✣
NOTES

Greil's wife; Ike and Mist's mother.

While she was serving as a priestess at the Palmeni Temple in Daein, she cared for the Serenes Princess Lillia who was confined by Ashnard. Because Elena was not versed in the ancient tongue, she could not verbally communicate with Lilia. Instead, the two fostered a mutual trust by sensing the "order" within each other.

At one point, Lillia, who was weak and knew her time was coming to an end, taught Elena the "song" and begged her to take the medallion far away from Daein. So the medallion's chaos shall not befoul others or fall into evildoers' hands--Elena gracefully accepted Lillia's final request. Elena's fiancé, Gawain was a pivotal member of the Daein military, but after hearing her story and because he feared Ashnard's movements from here on, he decided to abandon Daein. Afterwards, their escape route took them from Crimea to Gallia.

Later, Ike learned from the Serenes Prince Reyson that the song Lillia entrusted to Elena was the "Galdr of Release" passed down by Lehran to free the "dark god" within the medallion. Evidently, the "Fire Emblem" was responsible for turning the destinies of Gawain and Elena--and later their children, Ike and Mist--upside down.

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Ike after becoming a knight of Crimea. He stands here with the holy sword Ragnell that was granted to him by Empress Sanaki of Begnion.

✣ Crimea

Crimea's princess Elincia. She naturally rose to action after seeing her homeland trampled by the Daein army before her very eyes.

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Elincia

✣エリンシア

PERSONAL DATA
Species: Beorc
Class: Queen of Crimea
Affinity: Heaven
Origin: Crimea

Hobby: Embroidery
Talent: Being humble
Finds Important: Those around her
Likes: Peace
Dislikes: War, discrimination
Apparent Age (Designed): 18

✣ ✣ ✣ ✣ ✣
NOTES

Princess of Crimea. As the daughter of the "Wise King" Ramon, she was raised with great care in the royal villa. She gets along especially well with her milk-siblings Lucia and Geoffrey, treating them like her real family.

There were special circumstances regarding her upbringing, namely the fact her existence was kept a secret up until the Daein army's invasion. This was to avoid any in-fighting due to being born after Prince Renning (the king's brother) had already been named next in line for the throne. However, Renning --being Elincia's uncle-- loved her just as much as her own father Ramon, and took pity on her situation. It is why when Daein attacked, he ordered her to escape while he rode off to the front lines despite it being a seemingly hopeless battle (whether or not Renning survived the attack is unknown). This unique history became more known when Ashnard's ambitions forced Elincia to flee to Crimea's neighboring ally.

One would expect Elincia to be deeply affected by witnessing Ashnard murder her parents before her eyes and take over her homeland --having been a secluded princess prone to naive dreams and idealism that has never experienced how cruel reality can be. However, she showed her stout spirit after fleeing and traveling with Ike and the other mercenaries. It was especially thanks to Mist's influence that Elincia was able to become more independent and determined. As if it were an embodiment of her powerful spirit and resolve, she donned her great-grandmother's holy pegasus knight armor. It was upon seeing that gallant, graceful looking figure that Lucia, Geoffrey, Bastian, and the rest of the Crimean Liberation Army's patriots felt an even greater resolve to save their country.

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Geoffrey

ジョフレ

PERSONAL DATA
Species: Beorc
Class: Paladin
Affinity: Fire
Origin: Crimea

Hobby: Pursuing the path of a knight
Talent: Lances
Finds Important: Crimea's treasure (Elincia)
Likes: Discipline
Dislikes: Elincia's enemies
Apparent Age (Designed): 21

✣✣✣✣✣
NOTES

A royal knight of Crimea. A member of house Delbray. Lucia's younger brother. He was raised like a blood-sibling to the secluded Elincia. He is honest to a fault, and is often teased about his serious nature as seen in banter with Bastian.

When Daein invaded, the Royal Knights were ordered by Prince Renning to escort Elincia to Gallia where she could find refuge. However, the mission ended in failure when Daein became aware of this plan and intercepted them. As a result, he became separated from Elincia.

After that incident, while still filled with regret over his failure, Geoffrey disguised himself as a merchant along with Lucia and Bastian while they awaited Elincia's return.

✣ *Crimea*

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Lucia

Luchino ✣ルキノ

✣ ✣ ✣ ✣ ✣

NOTES

A noble of Crimea, a daughter of the house of Count Delbray, and a master of the blade. Geoffrey is her younger brother. She serves as captain of the Royal Guard.

She is milk sisters with Elincia, and they both share a mutual trust as deep as real sisters would have. After the Crimean capital fell to Daein's invasion, she went into hiding with Geoffrey and Bastian. They disguised themselves as civilians and hid among the populace, looking for the right time to launch a counterattack.

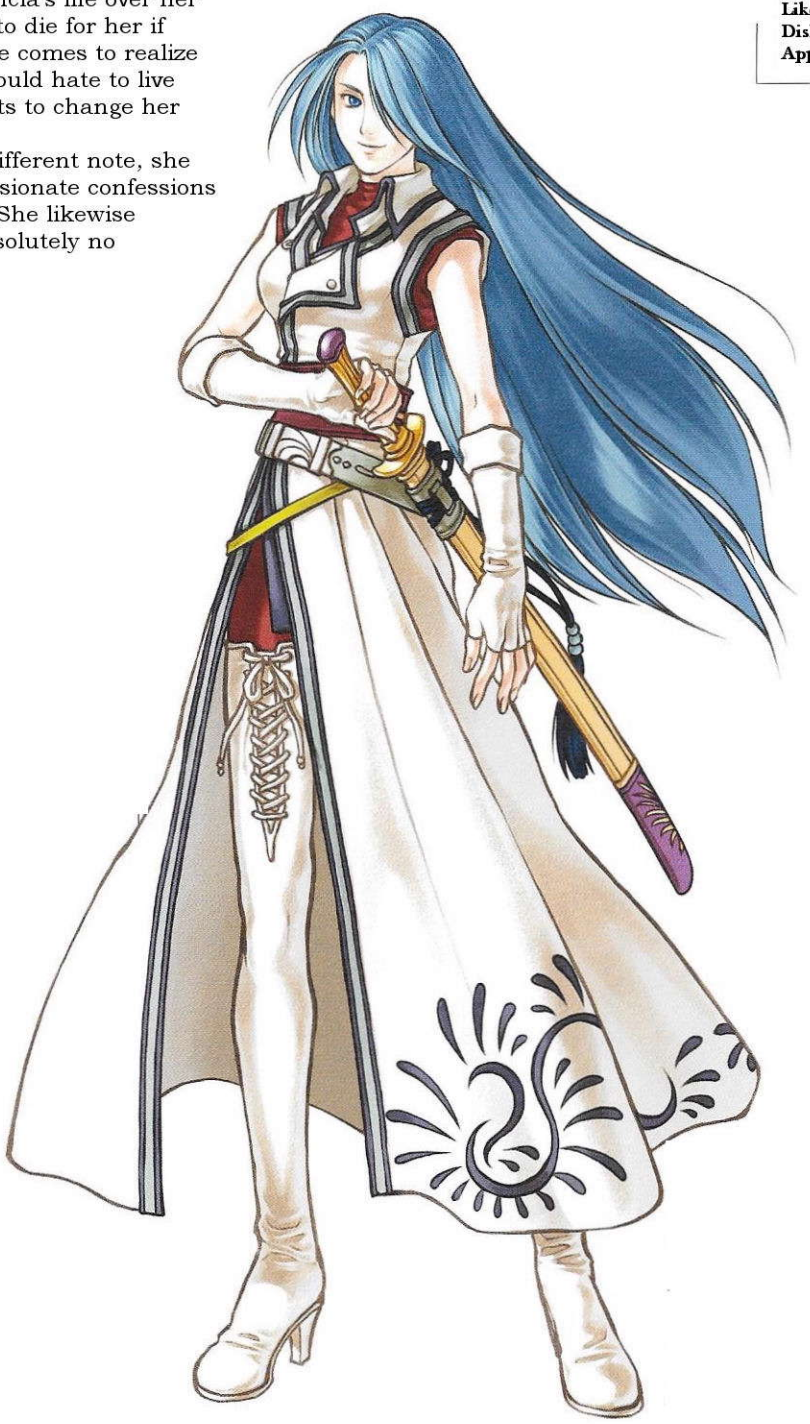
She prioritizes Elincia's life over her own, being prepared to die for her if need be. However, she comes to realize that Elincia herself would hate to live without her, and starts to change her way of thinking.

On a completely different note, she continues to hear passionate confessions of love from Bastian. She likewise continues to show absolutely no interest in him.

PERSONAL DATA

Species: Beorc
Class: Swordmaster
Affinity: Earth
Origin: Crimea

Hobby: Learning about politics
Talent: Being skillful at (utilizing) anything
Finds Important: Relentless determination
Likes: Decisive response to any situation
Dislikes: Stubborn superiors
Apparent Age (Designed): 22



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Bastian

✣ユリシーズ Ulysses

PERSONAL DATA
Species: Beorc
Class: Sage
Affinity: Wind
Origin: Crimea

Hobby: His own special clothes/equipment
Talent: Enjoying any situation
Finds Important: Calm/Composure
Likes: Stylishness, Lucia
Dislikes: Boorish things
Apparent Age (Designed): 25

✣ ✣ ✣ ✣ ✣
NOTES

The influential Count Fayre of Crimea. Trusted retainer to Prince Renning. He is a civil official who works for the prince.

He disguised himself as a street performer during Daein's occupation. Both his appearance and roundabout way of talking are fitting for a poet, and makes him great at confusing people. From his odd mannerisms, many are quick to assume he has a frivolous personality, however, behind those lie a genius tactician. His friendship with the capable assassin Volke is proof of him having access to a unique information network- -considering even Volke said that Bastian is "well suited to skulking behind the scenes."

Though he swears allegiance to Elincia as a Crimean retainer, his gaze and focus are more often drawn to Lucia.

✣ *Crimea*

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Renning

Lening ✣レニング

✣ ✣ ✣ ✣ ✣

NOTES

The late king Ramon's younger brother. Elincia's uncle. Since he was named as successor to the throne before Elincia was born, the princess's existence was kept secret from the public in order to avoid in-fighting.

Though he was the popular nomination for the next king, he was also the one with the greatest sympathy for Elincia's situation of being raised in a secluded villa.

Being a man of incredible valor, he personally helped lead the disarrayed Crimean forces against the invading Daein. He marched to the front lines in order to help buy Elincia enough time to escape, but was defeated after a direct confrontation with the Mad King Ashnard himself. His fate has remained unknown ever since.

PERSONAL DATA

Species: Beorc
Class: Crimean Prince
Affinity: None
Origin: Crimea

Hobby: Reading (political documents)
Talent: Persuasion
Finds Important: Kingdom of Crimea, Family
Likes: Kingdom of Crimea's development
Dislikes: Injustice
Apparent Age (Designed): 39

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Mia

✣ワユ Wayu

PERSONAL DATA

Species: Beorc
Class: Myrmidon/Swordmaster
Affinity: Fire
Origin: Begnion

Hobby: Dueling
Talent: Coming across good people
Finds Important: Her lovely blades
Likes: Strong opponents
Dislikes: Lack of confidence
Apparent Age (Designed): 17

✣ ✣ ✣ ✣ ✣

NOTES

A swordswoman of the Greil Mercenaries. She has an honest and clear-cut personality. She was originally a general Crimean mercenary, but was captured by Daein. She sought to join the Greil Mercenaries after Greil freed her from her imprisonment.

She is unusually obsessed when it comes to one's strength, as is evident through her supports with Largo and Rhys. She hates it when her abilities are measured solely in reference to her gender, or any other similar discrimination. She trains hard every day to prove herself as a result.

✣ ***Crimea***

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Kieran

Kevin ✣ケビン

PERSONAL DATA

Species: Beorc
Class: Axe Knight / Paladin
Affinity: Wind
Origin: Crimea

Hobby: Walking with his favorite horse
Talent: Running into poles when walking
Finds Important: His favorite horse
Likes: His favorite horse
Dislikes: Difficult topics (they make him sleepy)
Apparent Age (Designed): 20

✣ ✣ ✣ ✣ ✣

NOTES

A member of the Crimean Royal Knights who serves as captain of the fifth platoon. He was captured by Daein and held prisoner inside the castle-turned-POW-camp: Canteus.

He is rather frank and hot-blooded, and his personality can often seem brash and fierce like an untamed bull. However, at his core he is kind, earnest, and extremely patriotic knight. From a conversation with Marcia, his kind side shows in the way he carefully cares for his important war horse (who is also his brother-in-arms). He has a one-sided rivalry with the former Crimean Royal Knight Oscar which gets him fired up quite often, and is rather trivial every time.

In the end, he and Oscar realize they want to save innocent civilians. Though they belong to different groups, they agree that they have the exact same motivations.

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Brom

✣チャップ Chap

PERSONAL DATA

Species: Beorc
Class: Knight / General
Affinity: Water
Origin: Crimea

Hobby: Humming, Fishing
Talent: Foraging for food in the woods
Finds Important: Family
Likes: Doing things at a leisurely pace
Dislikes: War
Apparent Age (Designed): 38

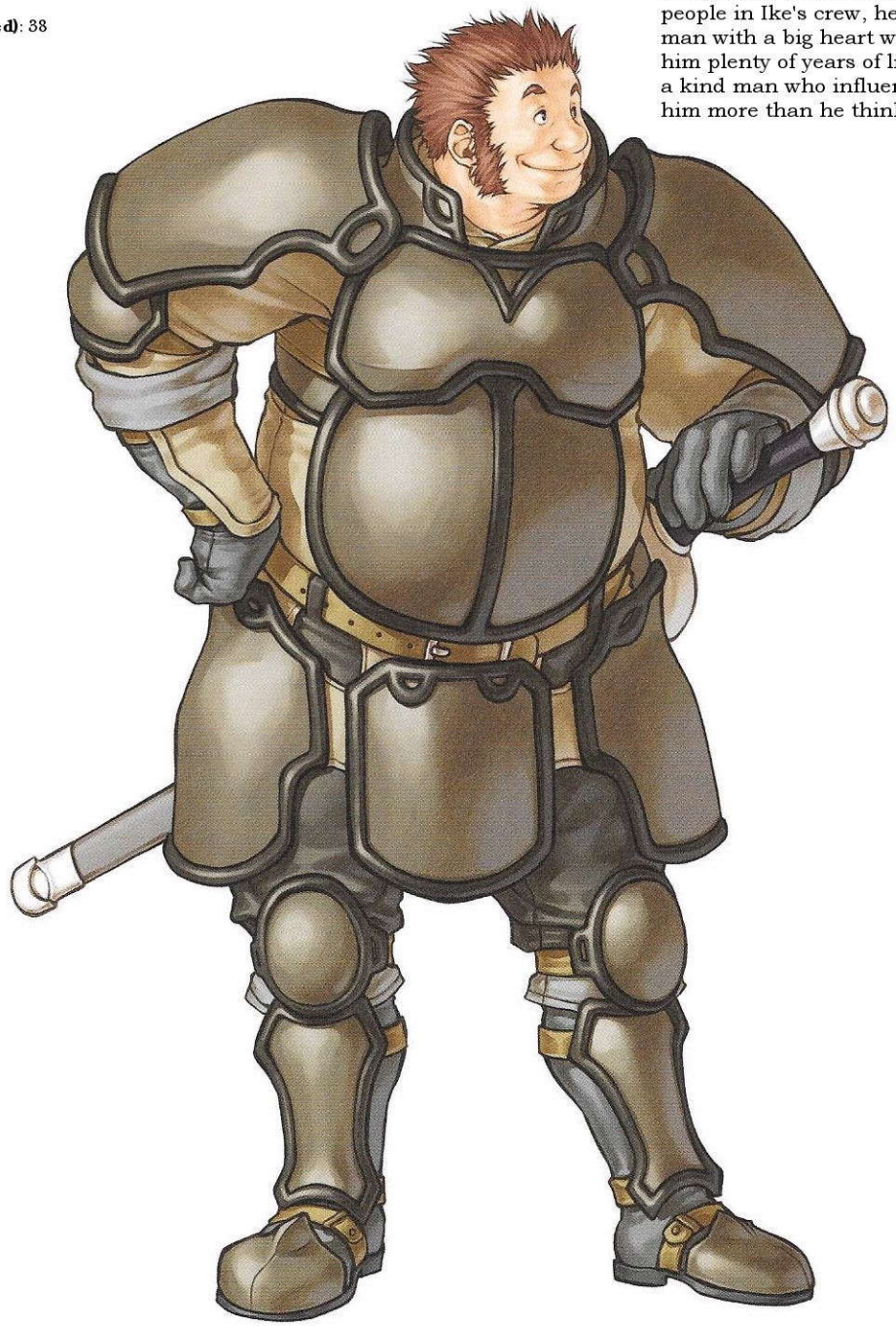
✣ ✣ ✣ ✣ ✣

N O T E S

A militiaman from Ohma Village who joined the Crimean Liberation Army. He was captured by Daein and kept within Canteus Castle with other prisoners of war.

Although he is against war and would never be a part of it if it were up to him, he reluctantly decided to join the army in order to protect his family during the Daein occupation of Crimea.

After joining Ike and the Greil Mercenaries, Brom relied on the zealous Boyd to help train him. He also got along well with the handsome Zihark while trying to play matchmaker. Though he may seem like some doting father from a remote village trying to marry off the daughter(s) he left behind to the younger people in Ike's crew, he is actually an older man with a big heart who also brings with him plenty of years of life experience. He's a kind man who influences those around him more than he thinks he does.



✣ *Crimea*

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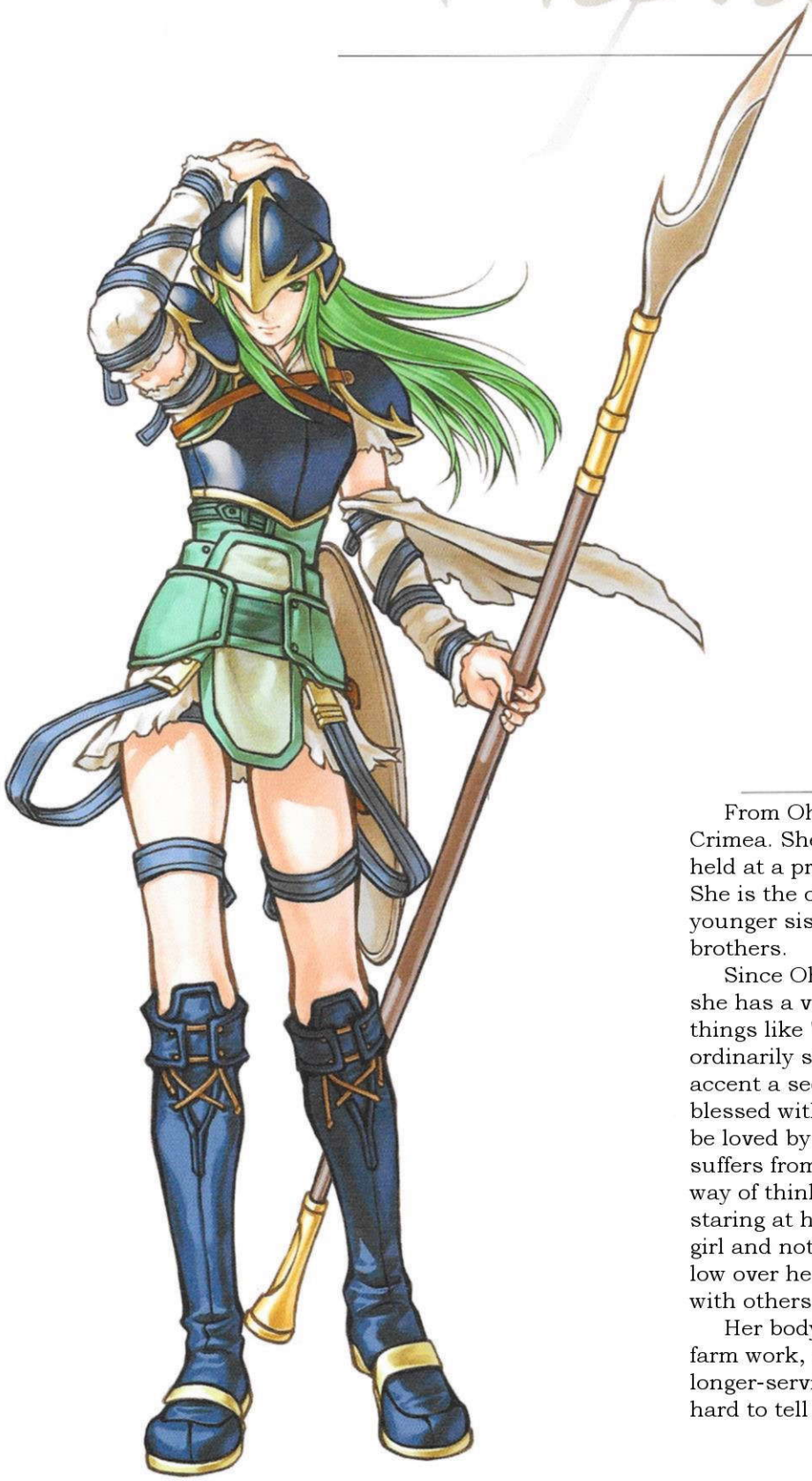
Nephenee

✣ネフェニー



PERSONAL DATA
Species: Beorc
Class: Soldier / Halberdier
Affinity: Wind
Origin: Crimea

Hobby: Training
Talent: Catching fish (by stabbing them with a lance)
Finds Important: Trust
Likes: Nature
Dislikes: War
Apparent Age (Designed): 19

✣ ✣ ✣ ✣ ✣
NOTES

From Ohma Village, located within Crimea. She was captured by Daein and held at a prison camp in Castle Canteus. She is the oldest of six siblings, with two younger sisters and three younger brothers.

Since Ohma is a rural farming village, she has a very strong accent (often saying things like "ain't" and "ya" out of habit). She ordinarily stays silent as a way to keep her accent a secret. Though she has been blessed with beautiful features that would be loved by all those around her, she actually suffers from low self-esteem because of her way of thinking (she assumes if people are staring at her, it is because she is a country girl and nothing else). She wears her helmet low over her eyes in order to avoid eye contact with others.

Her body is rather well-built as a result of farm work, so she fits in quite well with other longer-serving soldiers --to the point they are hard to tell apart.

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✣ *Gallia*

Caineghis

✣カイネギス

PERSONAL DATA
Species: Laguz
Class: Lion, King of Gallia
Affinity: Earth
Origin: Gallia

Hobby: Nothing in particular
Talent: Behaving rationally
Finds Important: Fellow countrymen
Likes: Gallian soil
Dislikes: Olden nations
Apparent Age (Designed): 45*

** Laguz age relative to Beorc. See chart.*

✣ ✣ ✣ ✣ ✣
NOTES

The valorous king of Gallia, home of the beast tribe and a pivotal laguz nation in the war. Befitting of the name "Lion King", he is endowed with an impressive physique and nuanced political insight.

Wanting to preserve the friendship between the Kingdom of Crimea and Gallia he had fostered with the late King Ramon during the latter's time on the throne, he declared a soldier exchange program. During that time, he met a young Titania. He also employed Greil as a mercenary and found him to be a particularly brave man. News of the Daein invasion caused Caineghis to mobilize his soldiers quickly, but he laments that he was too late to prevent Greil's untimely death in battle.

After safeguarding Princess Elincia of Crimea, he continues to offer support and manpower as she sets off to the Begnion Empire. Though he has quite the influence among laguz and attempts to reconcile relations with the beorc, many laguz still hold to their suspicions.

Notes translated by: AstroknighticalFeats / Kirokan
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Giffca

✣ジフカ

NOTES

Accompanying Caineghis since his youth, Giffca is a jet black lion who acts as the king's advisor. Because of his similar shape to King Caineghis and his dark appearance, he's earned the name "The King's Shadow" during his time as the king's personal envoy. To that end, he is nearly equal to Caineghis in every way.

Initially, the king sent Ranulf to monitor the progress of Ike and company; but being that Caineghis could not publicly mobilize, Giffca was sent as his substitute to participate in the Crimean Liberation effort.

PERSONAL DATA

Species: Laguz
Class: Lion
Affinity: Dark
Origin: Gallia

Hobby: Nothing in particular
Talent: Masking his presence
Finds Important: That his king rests
Likes: Nothing in particular
Dislikes: Nothing in particular
Apparent Age (Designed): 46*

** Laguz age relative to Beorc. See chart.*

Notes translated by: AstroknighticalFeats
scanned/edited/Personal Data translated by: @maikantopia
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Lethe

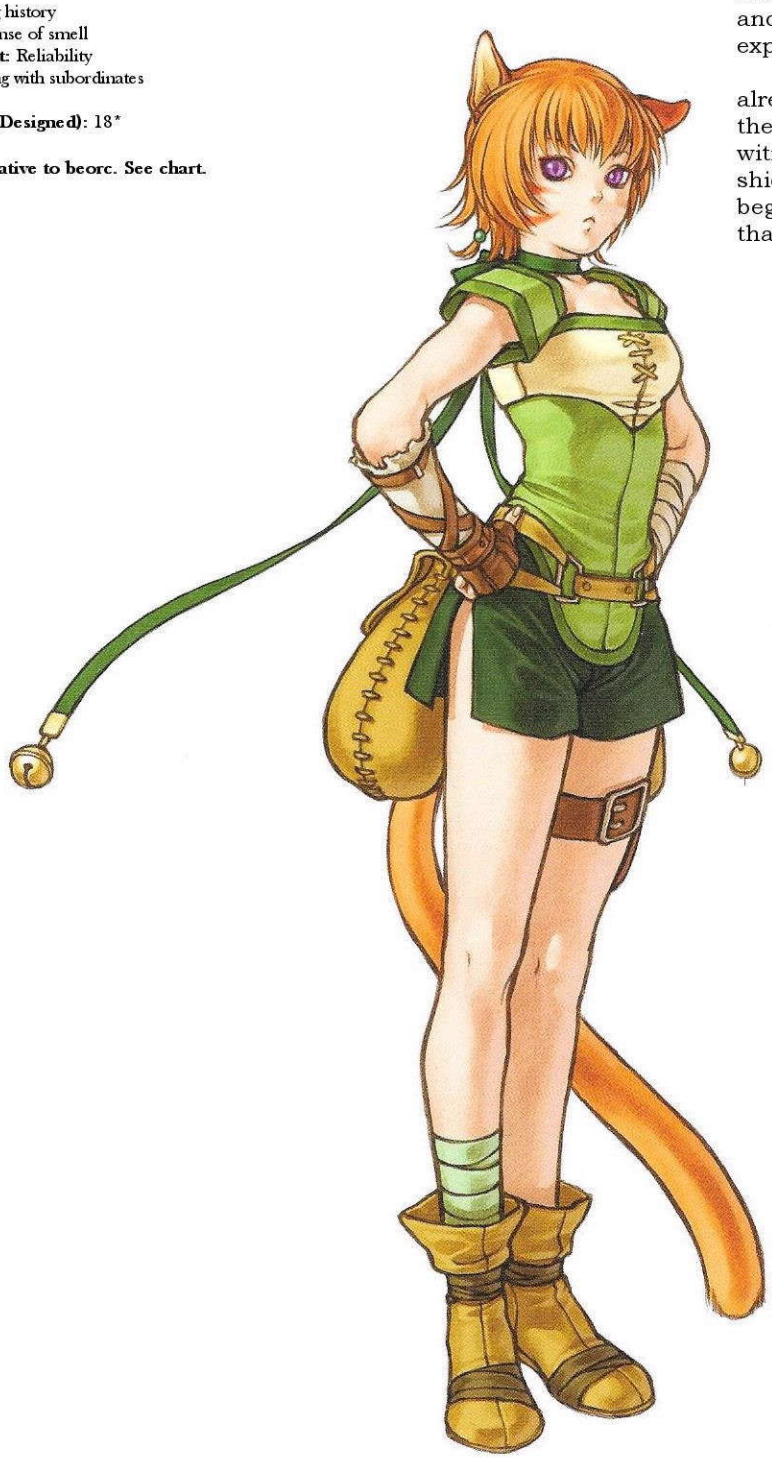
✣レテ Rethe

PERSONAL DATA

Species: Laguz
Class: Cat
Affinity: Heaven
Origin: Gallia

Hobby: Studying history
Talent: Great sense of smell
Finds Important: Reliability
Likes: Competing with subordinates
Dislikes: Beorc
Apparent Age (Designed): 18*

※ **Laguz age relative to beorc. See chart.**



✣ *Gallia*

✣ ✣ ✣ ✣ ✣
N O T E S

A warrior of Gallia. Ranulf's subordinate. She has a younger sister named Lyre.

Though she serves Caineghis and Ranulf, she does not share their belief of pursuing a policy of peaceful coexistence with the Beorc. Her fundamental disgust with human existence shows when she was tasked with leading Ike to Castle Gallia. She has had trouble trusting Beorc due to having studied the history of the Beorc and Laguz --where "humans" had exploited and enslaved the "sub-humans."

When Soren provoked her, the already tense emotions she felt toward them rapidly escalated. However, after witnessing how Ike had used himself as a shield to help dissolve the situation, she began to change her outlook having seen that not all Beorc are bad.

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Mordecai

Mordy ✣モウディ

NOTES

A warrior of Gallia under Ranulf's command. He and Lethe meet up with Ike and company to escort them to Castle Gallia to speak with King Caineghis.

Unlike Lethe, Mordecai understands that King Caineghis is a believer in diplomatic relations with the Beorc, and leans toward this ideal much like Ranulf does.

However, Mordecai lost all control when Soren (who harbors hatred toward laguz stronger than Lethe's hatred toward beorc) hurled insults like "filthy sub-human!" Mordecai attacked Soren, but Ike took the blow. (Naturally, Soren was furious. But when Ike confronted him by saying "If you hadn't provoked him, none of this would have happened. Right?" he stood down). At that moment, the Beorc and Laguz who were burdened by histories of being called "human" and "sub-human" brought their grudges to the fore. But, in this particular case, they were able to reconcile thanks to Ike's influence. Though he had lost his father Greil just moments ago, Ike was already maturing to be a true mercenary commander.

PERSONAL DATA

Species: Laguz
Class: Tiger
Affinity: Water
Origin: Gallia

Hobby: Making food that can be preserved
Talent: Always being prepared
Finds Important: Comrades
Likes: Everyone getting along
Dislikes: Discrimination
Apparent Age (Designed): 20*

※ *Laguz age relative to Beorc. See chart.*

Translated by: AstroknighticalFeats & Kirokan of serenesforest.net
Scanned/edited by: Kirokan / @maikantopia / kantopia.wordpress.com

Ranulf

✣ライ Lay

PERSONAL DATA
Species: Laguz
Class: Cat
Affinity: Wind
Origin: Gallia

Hobby: Talking to beorc
Talent: Inspiring trust with the beorc
Finds Important: His own sense of values
Likes: Flexibility
Dislikes: Unbearable things
Apparent Age (Designed): 23*

※ **Laguz age relative to beorc. See chart.**

✣ *Gallia*

✣✣✣✣✣
NOTES

A warrior of Gallia. Though he may look young, he is actually a powerful and deeply trusted commander in the service of King Caineghis. Lethe and Mordecai are his subordinates.

He stresses importance in remaining flexible and adapting to ever changing situations --to the point of exhaustion. Caineghis approves of Crimea's plan for a peaceful coexistence between beorc and laguz, so Ranulf is the one that is often tasked with negotiating with the beorc.

Ranulf met the Greil Mercenaries at the border two days after the fall of Castle Crimea with Elincia in their care. He had a bitter response to Ike calling him a "sub-human."

After that incident, however, he got along with the frank Ike rather well. He joined the Crimean Liberation Army under Caineghis' orders, deepening their trust even further.

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✣ **Phoenicis**

Tibarn

✣ティバーン

PERSONAL DATA
Species: Laguz
Class: Hawk
Affinity: Heaven
Origin: Phoenicis

Hobby: Napping
Talent: Surprise attacks
Finds Important: Phoenicis pride
Likes: The sea
Dislikes: The land
Apparent Age (Designed): 30*

※ ***Laguz age relative to beorc. See chart.***

✣ ✣ ✣ ✣ ✣
N O T E S

The king of Phoenicis, home of the bird-tribe laguz (hawks). He has a deeply chivalrous spirit.

The hawks began to plunder both Begnion noble and merchant ships in the sea of Gazaleah ever since the massacre at Serenes Forest --which was perceived as an ultimate betrayal against the laguz. They quickly came to be feared as the "Shipless Pirates" --though they would only raid Begnion ships. The neighboring Kingdom of Kilvas, however, would raid almost any ship, resulting in giving them all a bad reputation. Despite this, the hawks would still tolerate their neighbor's actions.

Though his animosity toward beorc hardened after having to shield the former king of Serenes and Reyson, Tibarn shows a more tolerant side after witnessing the Apostle's actions in helping aid in the search of Princess Leanne and the eventual restoration of Serenes Forest. He sends both his wingmen Ulki and Janaff (both as observers and strong allies) to aid the Crimean Liberation Army. Tibarn himself serves as Reyson's personal guardian who continues to fight alongside Ike the rest of the war.

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Ulki

✣ウルキ Vulci

PERSONAL DATA
Species: Laguz
Class: Hawk
Affinity: Water
Origin: Phoenicis

Hobby: Fighting
Talent: Vigilance (no sound escapes him)
Finds Important: His country
Likes: Being with others (but doesn't speak)
Dislikes: Disorder
Apparent Age (Designed): 30*

※ **Laguz age relative to beorc. See chart.**

✣ ✣ ✣ ✣ ✣
NOTES

Tibarn of Phoenicis' left-arm man. No sound escapes him thanks to his "Vigilance."

He possesses an honest outlook on all matters. He serves as one who is prepared to die for Tibarn. He is very taciturn and rarely expresses his own opinion on matters. As such, he often seems very sullen, which leads to misunderstandings with those around him.

✣ **Phoenicis**

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✣ ✣ ✣ ✣ ✣
N O T E S

Tibarn of Phoenicis's right-arm. He can see to far-away places with his "Insight."

Since Laguz age at a slower rate than humans, Janaff has a small body and young face. Because of this, he is often treated like a child by Beorc adults and children alike, which he resents. He is friendly to those who understand the way he and the other Laguz think, however. He has a deep relationship with Ulki and Tibarn, having been brought up with both of them.

Janaff

✣ヤナフ

PERSONAL DATA
Species: Laguz
Class: Hawk
Affinity: Thunder
Origin: Phoenicis

Hobby: Intelligence gathering and analysis
Talent: Insight (can gaze at far away places, though not at night)
Finds Important: Loyalty to Tibarn
Likes: Strolling through the sky
Dislikes: Indecisiveness
Apparent Age (Designed): 30*

※**Laguz age relative to beorc. See chart.**

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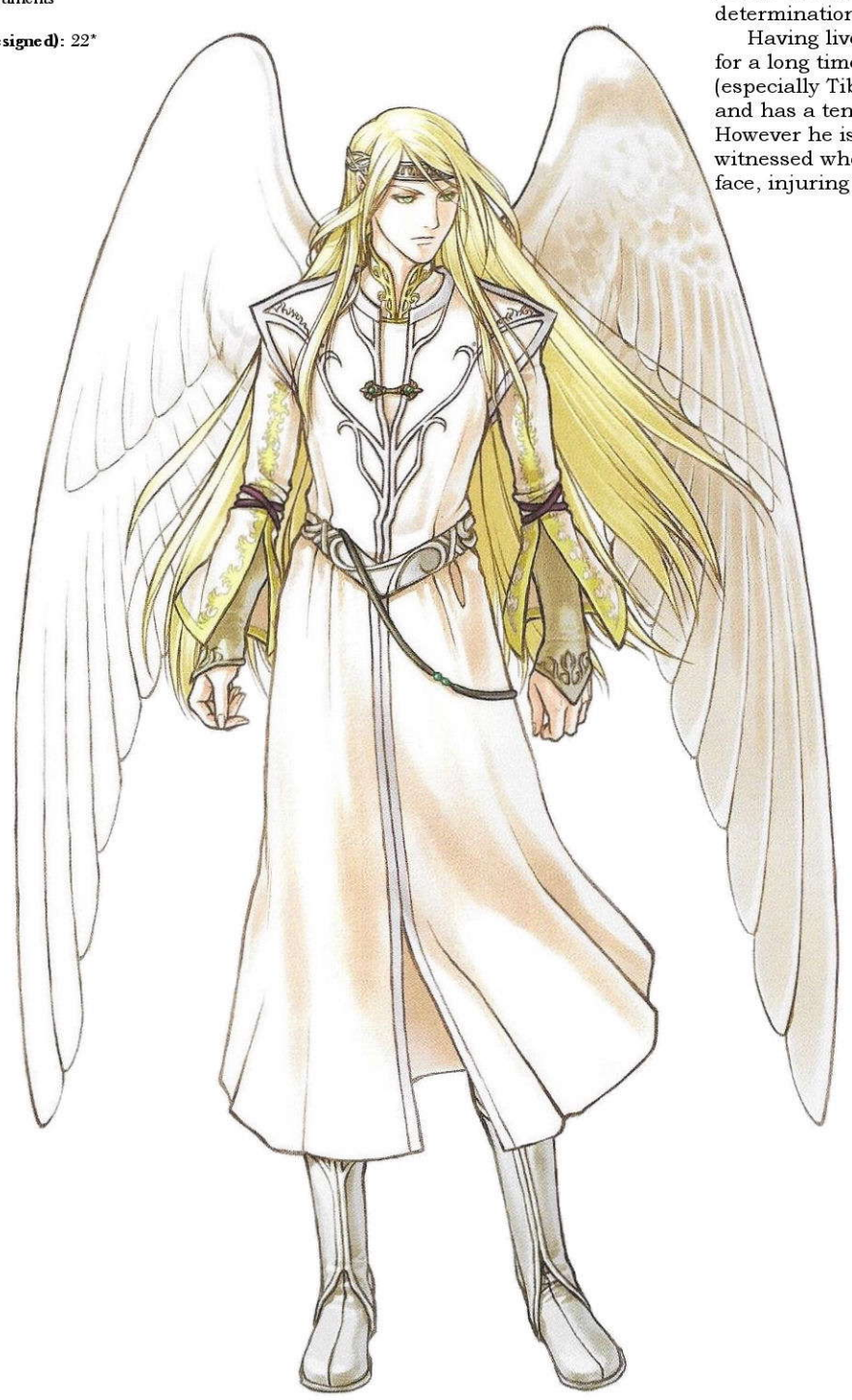
Serenes

Reyson

リュシオン Rieusion

PERSONAL DATA
Species: Laguz
Class: Heron
Affinity: Fire
Origin: Serenes

Hobby: [Playing the] harp
Talent: Singing
Finds Important: Father, Sister, family pride
Likes: Musical instruments
Dislikes: Beorc
Apparent Age (Designed): 22*



NOTES

The third prince of the bygone Kingdom of Serenes, which was destroyed by the Begnion Theocracy around 20 years ago. Now one of the last remaining white-winged seid singers. Childhood friends with Naesala, the king of Kilvas.

During the outbreak of the "Serenes Massacre", he and his father King Lorazieh were rescued by King Tibarn of Phoenicis, when they were on the verge of death. Although he possessed a bitter hatred of the Beorc who slaughtered his compatriots, after reuniting with his sister Leanne, long thought to be dead, and interacting with Ike and the others, his intense feelings gradually changed. Before the final battle, he shared his determination to defeat Ashnard with Ike.

Having lived together with the hawk tribe for a long time, he admires the hawks' (especially Tibarn's) roughness and bravery and has a tendency to act manly like them. However he is physically very weak, as witnessed when he punched Duke Tanas's face, injuring himself rather than the duke.

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Leanne

Learne ✣リアーネ

✣ ✣ ✣ ✣ ✣

NOTES

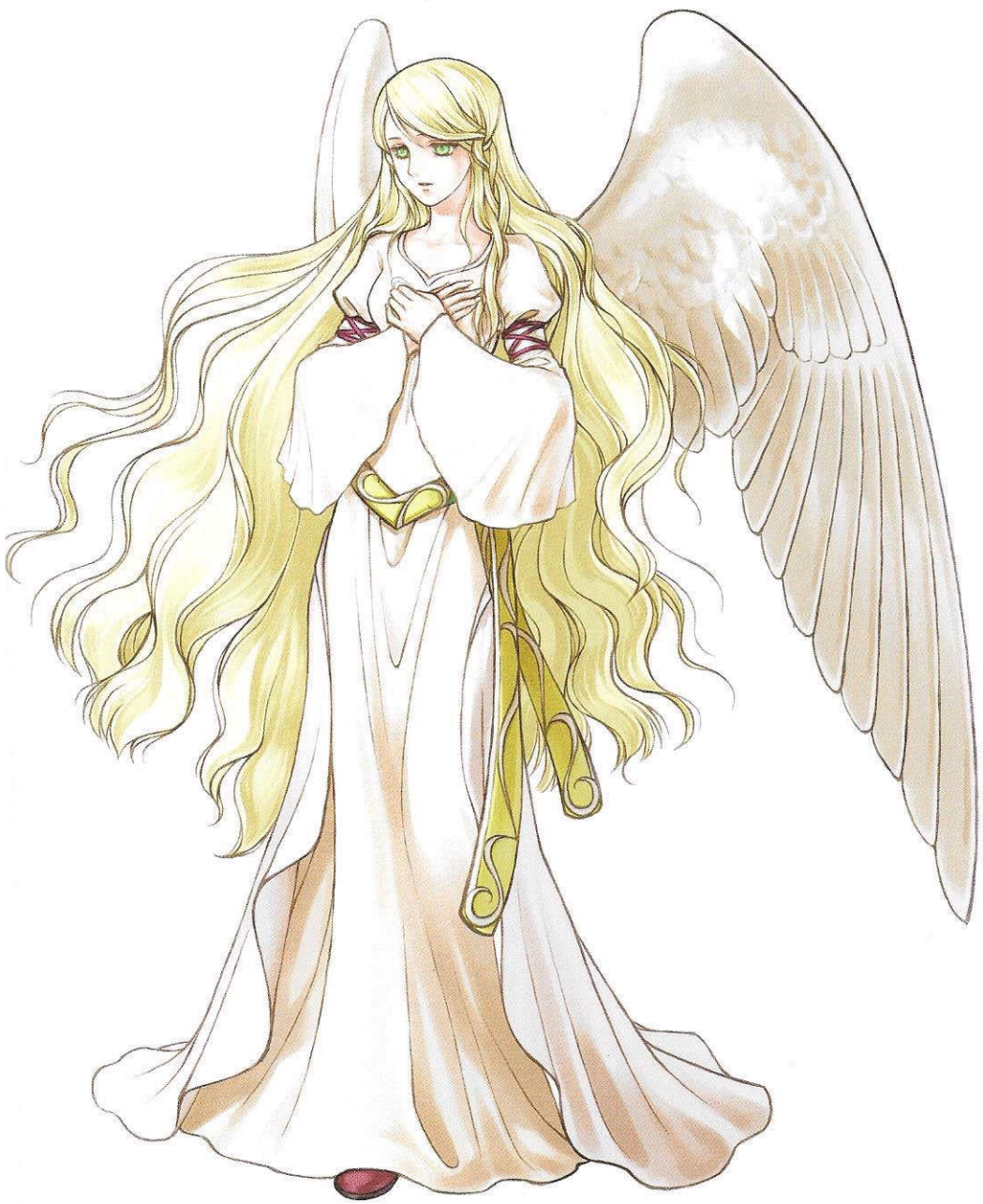
The fourth princess of the bygone Kingdom of Serenes, which was destroyed by the Begnion Theocracy around 20 years ago. Now one of the last remaining white-winged seid singers. Childhood friends with Naesala, the king of Kilvas.

Because she only speaks in the ancient tongue, Ike and the others do not understand a word she's saying. She was thought to have perished in the Serenes Massacre 20 years ago, but avoided death because her older sisters placed her in a deep slumber. Afterwards, she woke up in the present day Serenes Forest and, thanks to the protection of Ike and his friends, eventually reunited with her older brother Reyson.

PERSONAL DATA

Species: Laguz
Class: Heron
Affinity: Wind
Origin: Serenes

Hobby: Speaking to foliage
Talent: Singing (ancient songs)
Finds Important: Father, Brother
Likes: Wild flowers
Dislikes: Blood
Apparent Age (Designed): 18*



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✣ *Kilvas*

Naesala

✣ネサラ

PERSONAL DATA
Species: Laguz
Class: Raven
Affinity: Dark
Origin: Kilvas

Hobby: Hairdressing
Talent: Betrayal
Finds Important: Kilvas's interests
Likes: Sparkly things
Dislikes: Troublesome human relations
Apparent Age (Designed): 25*

※ **Laguz age relative to beorc. See chart.**

✣ ✣ ✣ ✣ ✣
NOTES

The black-winged king of Kilvas --where the ravens of the bird tribe laguz reside.

Kilvas is a poor country with little resources and barren landscape. In order to keep the nation strong, the ravens turn to pirating beorc ships indiscriminately. For the profit-driven Naesala, however, working with the enemy beorc is natural. Though at a glance this may make him seem underhanded and unreliable, everything he does is actually in his country's best interest, making him deeply trusted by his countrymen.

When he has speaks with his childhood friends Reyson and Leanne, however, Naesala shows the true, hidden side of himself --one that does not care about the profit or gains to be made from a given situation.

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Nealuchi

✣✣ニアルチ

✣ ✣ ✣ ✣ ✣

NOTES

An old chamberlain who serves Naesala in Kilvas, the so-called "old-timer." He provides strategic advice to Naesala, and continues to treat him like a newly-hatched child. He is easily moved to tears due to his old age, which is shown in a scene where he is overcome with emotion when he helps Naesala rescue Leanne.

PERSONAL DATA

Species: Laguz
Class: Raven
Affinity: Fire
Origin: Kilvas

Hobby: Fixing things
Talent: Tending to all servant matters
Finds Important: King Kilvas
Likes: Honorable poverty
Dislikes: Luxury/extravagance
Apparent Age (Designed): 76*

※**Laguz age relative to beorc. See chart.**

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✣ *Goldoa*

Dheginsea

✣デギンハンザー Dheginhansea

PERSONAL DATA
Species: Laguz
Class: Black Dragon
Affinity: Dark
Origin: Goldoa

Hobby: None
Talent: Indifference
Finds Important: Dragons' prosperity
Likes: Those who act on reason
Dislikes: Those who act on emotion
Apparent Age (Designed): 50*

※ *Laguz age relative to beorc. See chart.*

✣ ✣ ✣ ✣ ✣
N O T E S

The black dragon king of Goldoa --home of the dragon tribe laguz. Father of Kurthnaga and Rajaion. He is a great man with a robust body and sports a prominent mustache. He has been alive since the ancient times, and was one of the legendary "Three Heroes" who received the goddess Ashera's blessing and defeated the dark god Yune 800 years ago.

During the Mad King's War, he took a very conservative stance toward the conflict, earning him Tibarn's ridicule and the nickname "old lizard." However, it is because Dheginsea understands that the entire continent would be at war if the dragons were to intervene, which would break the pact he had formed with the goddess Ashera. The terms of the covenant were that there shall not be continent-wide conflict for the next one thousand years. He intended to see that promise through --no matter the cost.

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Kurthnaga

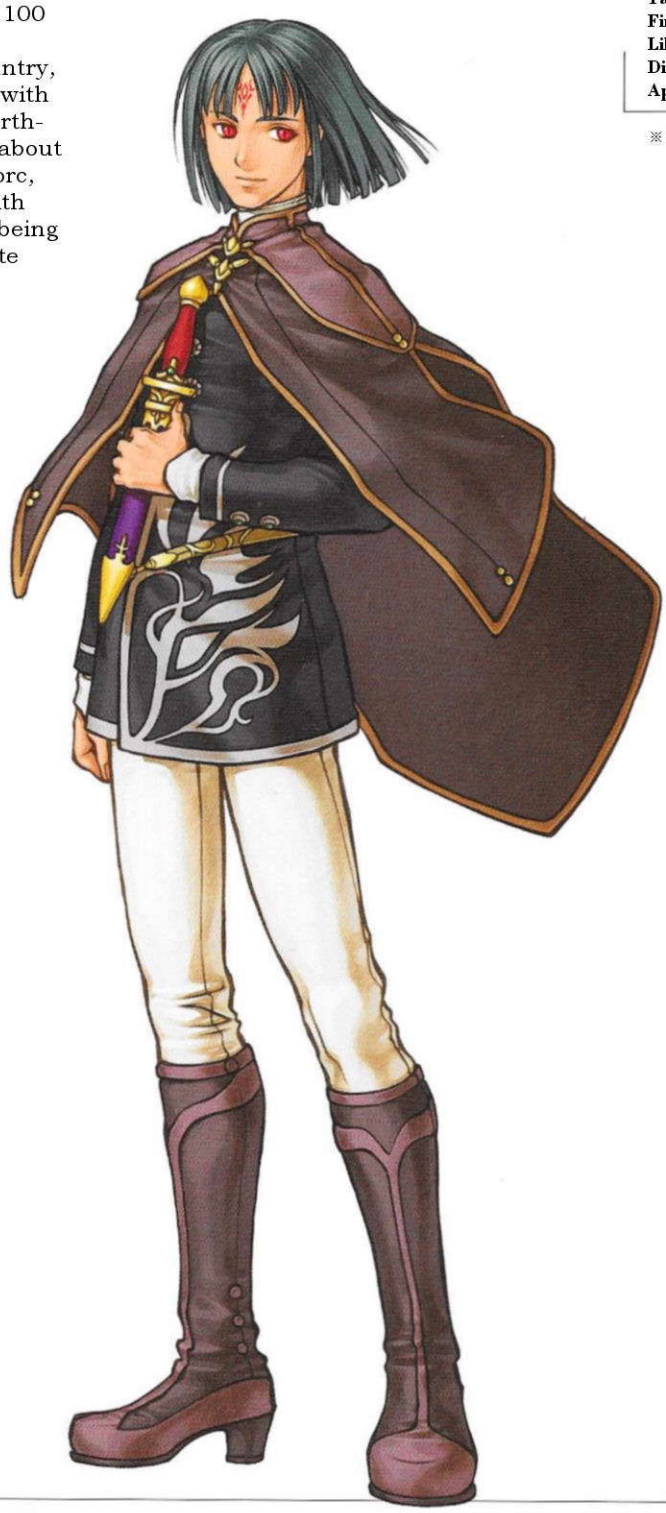
✣クルトナーガ

✣ ✣ ✣ ✣ ✣

NOTES

Prince of Goldoa. Dheginsea's son. Those of the dragon-tribe laguz live far longer than humans can comprehend, so even as the youngest dragon, Kurthnaga is well over 100 years old.

Goldoa is an isolationist country, meaning it has no interactions with the other nations. However, Kurthnaga himself is deeply curious about the other countries and the beorc, and wishes to form relations with them. This may be due to him being young, or perhaps it is an innate personality trait of his.



PERSONAL DATA

Species: Laguz
Class: Black Dragon
Affinity: Water
Origin: Goldoa

Hobby: None
Talent: Indifference
Finds Important: His deceased mother's memento
Likes: Gallia and Crimea's harmonious ideology
Dislikes: Dragons' superiority ideology
Apparent Age (Designed): 17*

※ *Laguz age relative to Beorc. See chart.*

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Rajaion

✣ラジャイオン

PERSONAL DATA
Species: Beorc*
Class: Black Dragon
Affinity: Dark
Origin: Goldoa
Apparent Age (Designed): 23*

※ Laguz age relative to beorc. See chart.
**Likely an error on the book's part, or he had originally intended to be beorc for whatever reason.*

✣ ✣ ✣ ✣ ✣
NOTES

Prince of Goldoa, Dheginsea's eldest son, and fiancé to Nasir's granddaughter: Ena.

Despite being the most powerful dragon after his father (the king) of the dragon-tribe, he fell into Ashnard's trap and was captured. He lost all sense of his self and became a mere mount for him.

After Ashnard's defeat, he was able to regain his sense of self thanks to Reyson's galdr. However, he was unable to recover much beyond that, and passed away in his lover Ena's arms. His corpse was sent back to Goldoa to honor his final wish that he rest in peace in his home country.

✣ *Goldoa*

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Ena

✣イナ

PERSONAL DATA

Species: Laguz
Class: Red Dragon
Affinity: Earth
Origin: Daein

Hobby: None
Talent: Indifference
Finds Important: Rajaion
Likes: Nothing in particular
Dislikes: Nothing in particular
Apparent Age (Designed): 18*

* *Laguz age relative to Beorc. See chart.*

✣ ✣ ✣ ✣ ✣

NOTES

Nasir's granddaughter. Fiancé to Prince Rajaion of Goldoa

Rajaion had become a black dragon that could not change form due to Ashnard's evil plans. Ena wished to stay by her beloved Rajaion's side, so became a general in Daein's army. She mostly works as a strategist under the command of Petrine, and gives her tactical advice.

Ena keeps her dragon tribe heritage a secret, rarely transforming. Instead she prefers to user her mind and stays stoic, keeping a cool head in order to make quick, decisive judgements --traits fitting for a tactician. After Ashnard abandoned the Daein capital, Ena chased after him, but got captured by the Black Knight who aimed to finish her off. Ike came to her rescue however, and faced the Black Knight in their third duel.

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Nasir

✣ナーシル

PERSONAL DATA

Species: Laguz
Class: White Dragon
Affinity: Light
Origin: Goldoa

Hobby: Keeping secrets
Talent: Keeping his heritage hidden
Finds Important: His granddaughter
Likes: Humans with power
Dislikes: Helplessness
Apparent Age (Designed): 32*

※ Laguz age relative to beorc. See chart.

✣ *Goldoa*

✣✣✣✣✣
NOTES

Ena's grandfather. A dragon-tribe laguz who left his homeland behind after disagreeing with Goldoa's King Dheginsea's view regarding the co-existence between the laguz and beorc. (He is rather unique for a group-oriented dragon-tribe laguz for expressing individuality).

During the Mad King's War, he served as a spy that traveled between both Daein and Crimea. He first met Ike when Gallia and Crimea arranged for Ike and his crew to travel by ship to Begnion, which Nasir was the captain of

He endeavored to find and retrieve "Lehran's Medallion" that Ashnard sought. It was in Mist's care as a keepsake from her mother Elena, who received it from Serenes's Lilia. Nasir betrayed Ike and his crew when he stole this so-called "Fire Emblem." Though he realized that Ike was probably the key for his long term goal --of coexistence between laguz and beorc --his granddaughter's wishes weighed heavily upon him, and eventually thinking of her well-being won out in the end.

He revealed his treacherous nature when he helped Ena escape from Daein's capital Nevassa. He also suggested Ike search Palmeni Temple at that time. Even in a world where powerful figures such as Daein's Ashnard, Goldoa's Dheginsea, Gallia's Caineghis, and Begnion's Sephiran all have clashing agendas, Nasir still continues to carry out his own plans in order to see to his ideal world.

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Gareth

Gort ✣ゴート

✣ ✣ ✣ ✣ ✣

NOTES

A brave warrior of Goldoa. While Dheginsea is immensely powerful, Gareth has been said to impress even Dheginsea, barely beating the latter in raw strength. While that is a source of pride for him, he could not replace Dheginsea as he lacks other kingly qualities such as pragmatism and acumen, something he strongly admires in his king; as such, he extends his unwavering loyalty to Prince Kurthnaga, Dheginsea's son, who is under his care. Because of Dheginsea's strong resentment towards the Beorc, those who violate Goldoa's foreign policy are dealt with swiftly.

PERSONAL DATA

Species: Laguz
Class: Red Dragon
Affinity: Thunder
Origin: Goldoa

Hobby: Training drills
Talent: Being a courageous warrior
Finds Important: The Goldoa Royal Family
Likes: Battles
Dislikes: Weak Beorc
Apparent Age (Designed): 35*

※*Laguz age relative to beorc. See chart.*

Notes translated by: AstroknighticalFeats
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Sanaki

✣サナキ

PERSONAL DATA

Species: Beorc
Age: 10
Class: Begnion's apostle
Affinity: Light
Origin: Begnion

Hobby: Nothing in particular
Talent: Nothing in particular
Finds Important: Companions to speak to
Likes: Her bodyguards
Dislikes: Official business and ceremony

✣ ✣ ✣ ✣ ✣

NOTES

The 37th empress and apostle of Begnion.

In year 625, the 36th empress Misaha (Sanaki's grandmother) was assassinated. In year 640, the public backed Sanaki as being next in line despite being just five years old --making her the first apostle since then. After the sudden death of her predecessor, the general public had run wild and destroyed whoever was to blame, committing atrocities such as the "Serenes Massacre." The senate appointed chief senator Sephiran -duke of Persis -as prime minister and guardian to the young empress. With his young and graceful demeanor, Sephiran and the young empress easily won the hearts of the masses, resulting in the massive amount of zealous followers they have now. Sanaki is surprisingly tolerant of laguz despite being the head of a country that prizes "superiority over the sub-humans." This is likely due to being raised by the impartial Sephiran --but the rest of the senate secrely does not share this sentiment. As chief senator, Sephiran is the one keeping this delicate balance of opinions in check.

After being confronted with the cruel realities and history around Serenes Forest, Sanaki bowed her head to the laguz and begged for forgiveness. Her intentions were deemed genuine, and well-received by those around her. Even King Tibarn of Phoenicis and Prince Reyson of Serenes felt their cold feelings toward the beorc thaw.

She occasionally displays an attitude that is appropriate for her age, often acting impulsively --sending Sigrun and the rest of the Holy Guard into chaos. 15 years ago, she also lost an older sister at the time of the assassination. Having not been born at that time, however, she does not seem to be aware of this fact.

Her full name is Sanaki Kirsch Altina.

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Sigrun

✣シグルーン

PERSONAL DATA

Species: Beorc
Class: Captain of the Holy Knights
Affinity: Water
Origin: Begnion

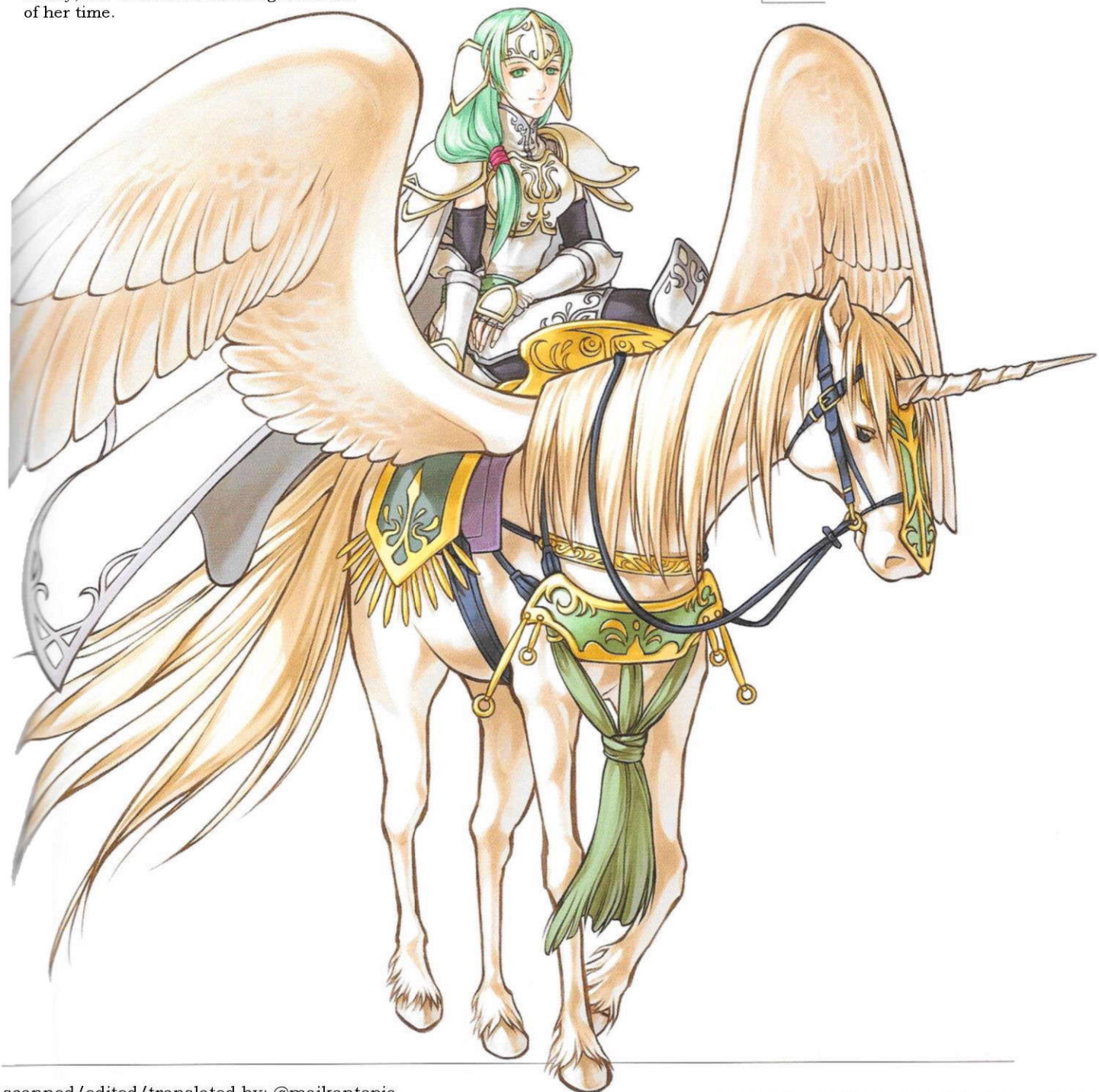
Hobby: Tending to Lady Sanaki's affairs
Talent: Cooking
Finds Important: Lady Sanaki
Likes: Loyalty
Dislikes: Anything that troubles Lady Sanaki
Apparent Age (Designed): 25

NOTES

Captain of Begnion's Holy Guard, who serve as bodyguards to the apostle.

She is a lady with a gentle demeanor who pledges allegiance to Apostle Sanaki, and can always be found by her side. Laguz slavery is strongly instilled in Begnion's history and people, but thanks to Sanaki's influence, Sigrun's sense of justice conflicts with the common view. The Holy Guard has served as the empire's elite guards for generations, and is considered the apostle's personal soldiers. This is especially exemplified through the likes of Sigrun and Tanith.

As part of her personal guard, Sigrun is able to provide Sanaki with vital support (both emotional and political) during Prime Minister Sephiran's long leaves of absence. With a flawless record and impeccable ability, she is the most able Pegasus rider of her time.



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Sephiran

✣セフェラン

PERSONAL DATA

Species: Beorc
Class: Begnion Prime Minister
Affinity: Light
Origin: Begnion

Hobby: Unknown
Talent: Unknown
Finds Important: Following the Goddess's will
Likes: His Goddess
Dislikes: Those who have done wrong by the Goddess
Apparent Age (Designed): 28

✣ *Begnion*

✣ ✣ ✣ ✣ ✣
NOTES

Duke Persis of Begnion.

He was appointed chief senator in the year 640. He concurrently holds the post of prime minister, and also acts as Empress Sanaki's guardian. Appointed as empress at just five years old, Sanaki was emotionally unstable due to having lost her family. The two eventually developed a mutual bond of trust, with Sephiran being the only person Sanaki could place her full faith in. Since then, the activities of the child empress and young prime minister have been met with cheers. Sephiran has the support of the populace due to being seen as the embodiment of impartial justice, and is extremely influential as a result.

He had the tendency to appear at unexpected places and times, rivaling Sanaki and her occasional displays of rash behavior. He is a man of many mysteries, having been held prisoner at Nados Castle (calling himself "a simple monk on a pilgrimage"), and showed he could stop the Black Knight with just a few words at Port Toha.

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Zelgius

✣ゼルギウス

PERSONAL DATA

Species: Beorc
Class: Begnion General
Affinity: Dark
Origin: Begnion

Hobby: Unknown
Talent: Unknown
Finds Important: Unknown
Likes: Unknown
Dislikes: Unknown
Apparent Age (Designed): 26

NOTES

Duke Cador of the Empire of Begnion. Sephiran's trusted friend.

He is a general with excellent swordsmanship and is known as a hero throughout the Empire.

In the year 645, during the Mad King's War, he led an army on behalf of the Begnion senate to join up the Crimean Liberation Army outside of Daein's capital, Nevassa. Though Begnion had remained silent in regards to Daein's ambitions and expansion, they decided to eventually back Crimea. It was thanks to Prime Minister Sephiran's incredible feat of passing Princess Elincia's petition through the senate and getting them all to agree on it in one swoop (according to records, it only took half a day for the senate to agree to dispatch reinforcements to Crimea's cause). However, as Daein's main force had already moved to and occupied Crimea's capital, the Begnion forces managed to occupy Nevassa without much of a fight. They moved to secure the surrounding areas and maintain order.

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Tanith

✣タニス Tanis

PERSONAL DATA

Species: Beorc
Class: Falcon Knight
Affinity: Earth
Origin: Begnion

Hobby: Patrolling with her unit
Talent: Giving precise instructions
Finds Important: Following her task to the end
Likes: Composing poems about birds (her secret hobby)
Dislikes: Careless conduct
Apparent Age (Designed): 24

✣ ✣ ✣ ✣ ✣
NOTES

A pegasus knight of Begnion, and the deputy commander of the apostle's Holy Guard. She is Sigrun's loyal subordinate, and Marcia's (former) superior. Whether toward herself or others, she is strict as a matter of principle; which has led to her being feared as the "Great Demon" among the camp. When it comes to Apostle Sanaki, Tanith is stern in her conduct in contrast to the "overly doting" Sigrun. It sometimes gives off a more cool-headed impression to others --but can also come off as overly-serious at times too. It seems that Marcia's disappearance has continued to weigh heavily on her mind. During the Mad King's War, she served as Elincia's instructor. She greatly praised Elincia's talents, stating: "If you were not destined for greater things, I would petition the apostle herself for your enlistment."

✣ *Begnion*

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Marcia

✣マーシャ

PERSONAL DATA
Species: Beorc
Class: Pegasus Knight
Affinity: Fire
Origin: Begnion

Hobby: Harvesting edible wild plants
Talent: Saving money
Finds Important: Her parents
Likes: Sweets
Dislikes: Debt
Apparent Age: 18

✣ ✣ ✣ ✣ ✣
NOTES

A (former) pegasus knight of Begnion's Holy Guard. Makalov's younger sister. She joined the Greil Mercenaries out of gratitude for Ike saving her from pirates at Port Talma. She is officially a deserter, having suddenly left the Holy Guard. More or less, it was all due to her bumbling older brother who worked up a large debt.

Even though she thinks he's hopeless, she cannot just toss him aside, as the two of them are still siblings –a harsh truth she cannot deny. From the start, she showed great promise as a pegasus knight, to the point even the "Great Demon" Tanith held her in high esteem. (However, as Tanith doesn't talk highly about others in public, not even Marcia herself knew about this).

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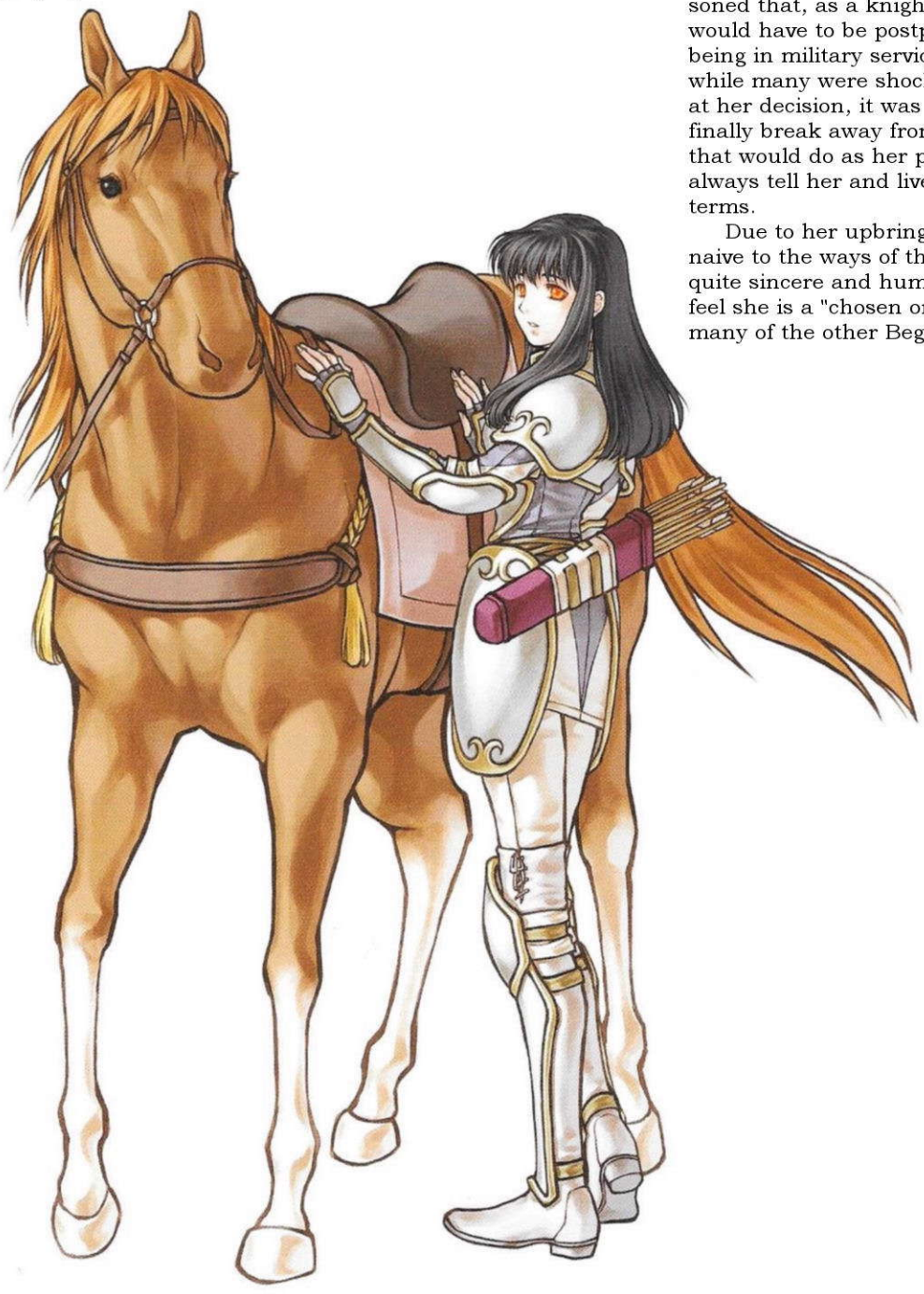
Astrid

✣ステラ Stella

PERSONAL DATA
Species: Beorc
Class: Bow Knight
Affinity: Wind
Origin: Begnion

Hobby: Reading
Talent: Bow
Finds Important: Books
Likes: Reading
Dislikes: Those who only care about appearance
Apparent Age (Designed): 18



✣ *Begnion*

✣ ✣ ✣ ✣ ✣
N O T E S

The daughter of Begnion's noble House Damiel.

Unlike the boys of noble households who are deemed successors and find valor on the battlefield or government, girls are often simply tools to be used in political marriages. House Damiel is no exception, and Astrid was pressured to marry against her own feelings on the matter. She wears a pendant given to her by her grandmother as a memento that few people know about.

It was when her father --who cares deeply about family status -- engaged her to the much older Duke Lekain of Gaddos that she resisted and left to become a knight of Begnion. She reasoned that, as a knight, her marriage would have to be postponed due to being in military service. In reality, while many were shocked and sneered at her decision, it was so she could finally break away from her past self that would do as her parents would always tell her and live on her own terms.

Due to her upbringing, she is rather naive to the ways of the world, but is quite sincere and humble. She does not feel she is a "chosen one" much like many of the other Begnion nobles do.

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Makalov

✣マカロフ

✣✣✣✣✣
NOTES

A mercenary knight from Begnion. Marcia's older brother.

With a self-indulgent and careless attitude, he is the complete opposite of Marcia. He amassed a great debt from gambling, and was employed as a guard for a slave trader to help pay it off.

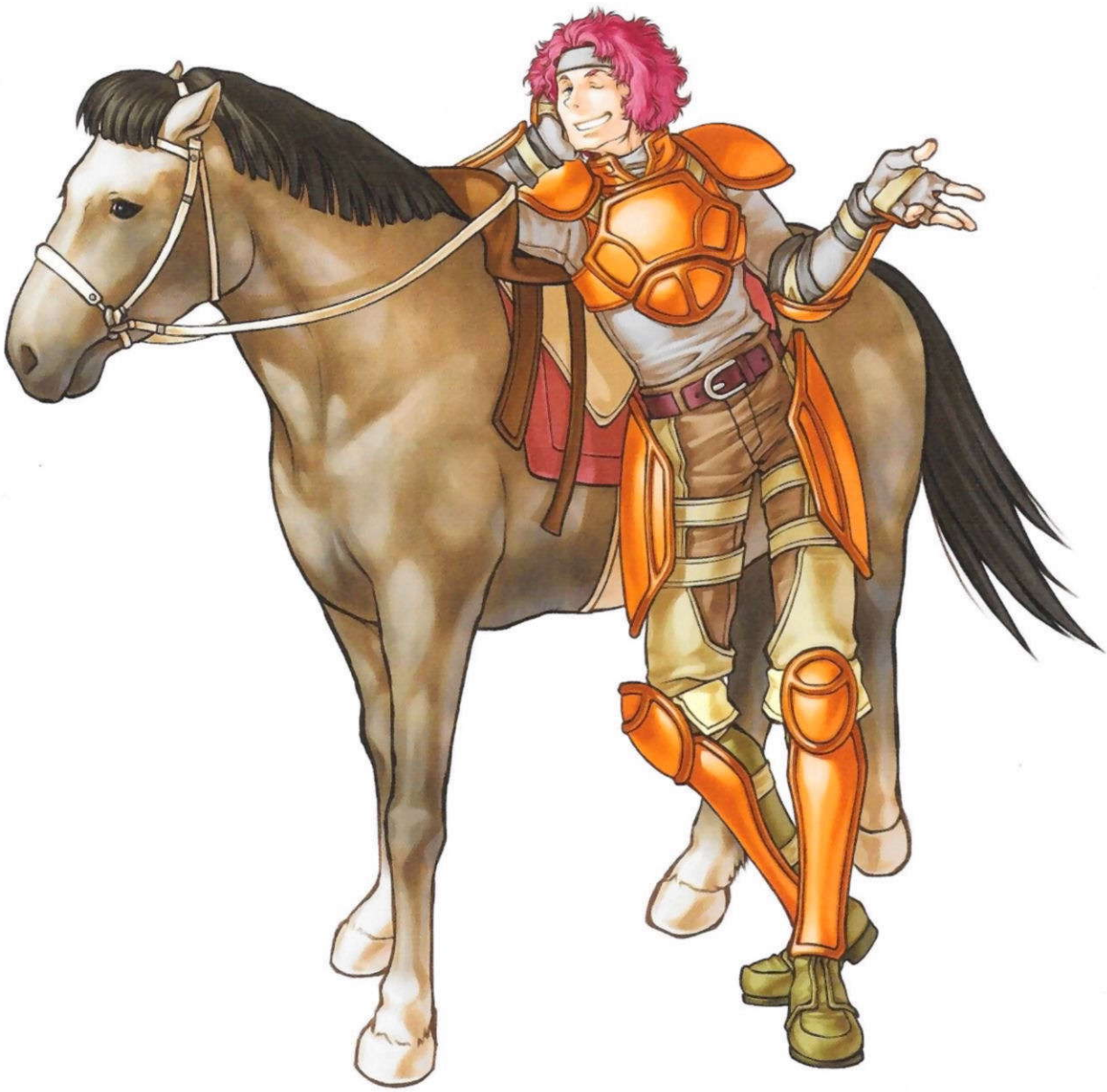
He is shown to lack common sense when it comes to gambling, as if addicted. He frequents gambling dens and never learns his lesson despite losing over and over again. At the very least, he has great will-power. His personality often leads to trouble, but he is not a bad person at his core. Rather, he is portrayed as one who just follows his convictions (or his basic desires, rather).

While he seems to not be too self-conscious about how much trouble he causes his little sister, he expresses his true feelings on the matter if he falls in battle.

PERSONAL DATA

Species: Beorc
Class: Sword Knight
Affinity: Thunder
Origin: Begnion

Hobby: Gambling (he has never won)
Talent: Easily finds himself wrapped up in trouble
Finds Important: Indulging in the now
Likes: Having several backup plans
Dislikes: Doing the same things as other people
Apparent Age (Designed): 20



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Tormod

✣トパック Topuck

PERSONAL DATA
Species: Beorc
Class: Mage/Sage
Affinity: Fire
Origin: Begnion

Hobby: Making mischief
Talent: Moving fast
Finds Important: The bandana on his head
Likes: Meat
Dislikes: Vegetables
Apparent Age (Designed): 13

✣ ✣ ✣ ✣ ✣
NOTES

Though he carries blood of a noble house of Begnion, his family fell to ruin during his parent's generation. Muarim has been his companion ever since then.

Tormod and Muarim are the heads of the so-called "Laguz Emancipation Army" based in the Grann Desert, located in northern Begnion. Though a laguz emancipation act had been officially passed in Begnion, plenty of nobles still keep plenty of laguz slaves illegally. The army exists to completely eradicate this practice. Tormod dreams of a world where beorc and laguz can freely live together like family in peace.

Due to his history, Tormod has a low opinion of the current authorities and disregards hierarchy (to the point it can be considered despicable). He speaks without fear of repercussions, going as far as even calling Apostle Sanaki a bigger brat than he is.

✣ *Begnion*

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Muarim

✣ムワリム

✣ ✣ ✣ ✣ ✣

NOTES

A laguz born and raised in Begnion. The second in command of the Laguz Emancipation Army (though considering it is just a two-man group with Tormod as Commander, it does not mean much). Tormod's family was a noble house in Begnion that kept many slaves in days long past. The house eventually collapsed, and Tormod's parents perished. Muarim has been with him ever since.

Despite no longer being a slave, he still embraces its way of thinking in serving his beloved "little one", which gives him some purpose in his life. Later, when he joins the Crimean Liberation Army and interacts with the other laguz, he is troubled when it comes to the clash between laguz pride and ingrained servitude due to having been a slave. He and Tormod formed a mutual bond without prejudice based on history or appearance. As far as Muarim is concerned, this is his reality, and the only truth that really matters.

PERSONAL DATA

Species: Laguz
Class: Tiger
Affinity: Thunder
Origin: Begnion

Hobby: Helping Tormod learn new things
Talent: Housework
Finds Important: The young master
Likes: Tea time
Dislikes: Begnion nobles
Apparent Age (Designed): 27

※ *Laguz age relative to Beorc. See chart.*

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✣ *Daein*

Ashnard

✣アシュナード

PERSONAL DATA

Species: Beorc
Class: King Daein
Affinity: Fire
Origin: Daein

Hobby: War
Talent: Cruelty
Finds Important: A strong enemy
Likes: Life or death battles
Dislikes: Stagnant peace
Apparent Age (Designed): 40

✣ ✣ ✣ ✣ ✣

N O T E S

The 13th King of Daein.

A distant successor to the former king, Ashnard is known to have beat all odds and climbed the ranks to become king through his health and prowess alone --as far as his generals knew anyway. The reality of his "good fortune" (that all the heirs to the throne in front of him had died from illness 18 years ago) was that Ashnard had taken full advantage of this "illness" to cast his rival heirs into oblivion. Though his cunning background is one of the reasons that led to success in rank, he is more infamous for his great combat skill, the black dragon he rides, and the cursed weapon Gurgurant he wields that grants him the strength of a thousand men. All of this has earned him the title of "Mad King." He enjoys fighting on the front line with his army, and quite blatantly displays his disregard for the value of strategy, such as when he throws away the Daein capital of Nevassa.

He is quite cruel due to his firm belief that "the weak perish and the strong live on." However, this same philosophy enabled many people of common or oppressed backgrounds to rise up and become royal knights under his leadership --judged solely by strength alone. It is how people like the Black Knight (with an unknown background), Petrine (one of the "branded"), Ena (a dragon-tribe laguz), and Bertram (seemingly insane) could all band together in one elite group. However, when it comes to laguz, one of Daein's chief founding principles was the rejection of the "sub-humans" and so they were mostly subjected to be used solely for their fighting strength. This led to the creation of the unnatural "feral ones" --twisted laguz that were unable to return to a human form.

The final act of the "Mad King's War" saw Ashnard utilize the "medallion of blue flames" and clash with Ike who wielded the holy sword Ragnell. At that time, Ashnard showed that he could manage to control the power of the medallion's sealed dark god Yune through sheer force of will alone --making him an even bigger threat. After all the fighting, the scars of Ashnard's brutal military rule remained quite visible through the lands he painted with blood and tears. However, there is no doubt that he was a remarkable beorc with historical significance. There was one from deep within the shadows of Tellius's history that likely took note of this and manipulated Ashnard's attributes and qualities to their own ends.

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Black Knight

✣漆黒の騎士

PERSONAL DATA

Species: Beorc
Age: Unknown
Class: Black Knight
Affinity: Dark
Origin: Unknown

Hobby: Unknown
Talent: Unknown
Finds Important: Unknown
Likes: Unknown
Dislikes: Unknown

✣ *Daein*

✣✣✣✣✣
NOTES

The strongest of Daein's "Four Riders." His background and history is unknown.

He was Ike's greatest adversary during the "Mad King's War." As both a master swordsman and Ashnard's right-hand man, he was entrusted with many of Daein's highest secrets. He is known for being illusive, appearing and disappearing from anywhere on the continent of Tellius.

The Black Knight halted General Petrine's pursuit of the Greil Mecenaries across the Gallian border. Deep in the woods, under a moonlit night, he alone faced Greil in a duel (it was also at this time he referred to him as "General Gawain, rider of Daein.") He brandished his weapon and murdered Greil. Ike happened to witness the act, and from then on the Black Knight became his bitter enemy that he sought to defeat. Ranulf later admitted to having seen the Black Knight that same night when traveling with Caineghis.

The Black Knight joined General Mackoya at Port Toha in attempting to thwart Elincia from boarding a ship to Begnion. However, he retreated after he encountered Begnion's prime minster Sephiran (disguised as a traveling monk). He instead collaborated with and gave orders to his "spy" (revealed to be Nasir) to retrieve the medallion. Afterward, he focused on his mission to abduct Leanne (of Serenes royalty). He achieved his task quite easily using his "warp powder."

He appeared once again and dueled Ike when the Crimean Liberation Army entered Crimea through Daein. He felt Ike was still too inexperienced, and so the Black Knight left him with advice --to utilize the holy sword Ragnell in order to fight on equal footing.

He had his third duel with Ike right before he was going to "deal with" Ena at Castle Nados. After receiving heavy blows from Ike's Ragnell, the Black Knight's armor crumbled (along with the castle). This battle marked the end of the Black Knight's appearance in the "Mad King's War."

When it comes to their fighting capabilities, the Black Knight's strength easily rivals or even surpasses Ashnard. Equipped with the holy sword Alondite (Ragnell's companion blade) and invulnerable armor "blessed by the goddess herself," he boasts extreme offensive and defensive capabilities. His dubious methods of travel has even been commented on by Ashnard, who referred to it as "that arcane powder [he uses] to travel about at will." The question remains: How did the Black Knight have access to such aberrant equipment? That mystery is answered in the great conflict that was soon to follow.

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Petrine

Prague ✣プラハ

✣ ✣ ✣ ✣ ✣

N O T E S

She is one of the "Four Riders-"a title given to those who have a considerable amount of strength in the Daein Army. She wields the "Flame Lance," a weapon capable of spitting out fire, granting her masterful command over powerful fire magic. She is a cool-headed female general who has come to be feared for her "Purging Flame." She has great self-confidence and is quite cruel. She admires Ashnard's "power is everything" ideology, and is absolutely loyal to him. She often puts her staff commander Ena and Kilvas informants to use to bolster the army. Despite her great military service, however, she strongly feels that ever since she encountered the Greil Mercenaries, it has been nothing but failure after failure for her. Things such as Elincia evading capture and the way Greil dealt with her (though she blames her own companions for this...) made her desperate enough to reluctantly call on Naesala for help. She was defeated at the Riven Bridge, dying in battle lost within her own thoughts.

At the Riven Bridge, Petrine sees right through the "Mark of a Spirit Charmer" on Soren's forehead. She says: "You may have deceived the others, but it won't work on me! Because we're the same, I suppose." In short, Petrine too is the child of the union between a Laguz (tiger) and Beorc, having been born as one of the "branded." Her branded mark is located on her right breast. Tragic circumstances surrounding her brand are a deep seated reason for her burning hatred of the Laguz, to the point of calling them "sub-humans."

"Want to know what I hate the most in this world? You filthy sub-humans!"
(Chaper 23, The Great Bridge)

PERSONAL DATA

Species: Beorc
Class: General of Daein
Affinity: Fire
Origin: Daein

Hobby: Bullying the weak
Talent: Red-Hot Magic
Finds Important: Her own worth
Likes: Herself
Dislikes: Idiots who claim to fight for justice
Apparent Age (Designed): 33

"Haa...your Majesty...pl...please forgive me..
(Chaper 23, The Great Bridge)

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Bertram

✣ベウフォレス Beuforres

PERSONAL DATA
Species: Beorc
Age: Unknown
Class: Daein General
Affinity: Earth
Origin: Daein

Hobby: Unknown
Talent: Unknown
Finds Important: Unknown
Likes: Unknown
Dislikes: Unknown

✣✣✣✣✣
NOTES

One of the "Four Riders" of Daein. He wields the cursed "Runesword," and possesses unspeakable power that allows him to conquer the battlefield.

He is completely covered in dark grey armor and a cape, with nothing but the lower half of his face visible underneath his helmet.

He speaks very little, only as much as necessary. What he is thinking, or if he is even alive is all a mystery.

He ambushed the Liberation Army at Fort Pinell as they approached the Crimean capital, exhibiting a different sort of might and aura than the brave soldiers around him. When Ike confronted him, he was convinced that Bertram was totally insane.

✣ *Daein*

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Tauroneo

✣タウロニオ

✣ ✣ ✣ ✣ ✣

NOTES

A former member of Daein's Four Riders who served King Ashnard's predecessor. The legendary Four Riders comprised of Tauroneo, Gawain, Lanvega, and Bryce (who is the only one still a current member). He and his wife from Crimea had two sons together.

Along with the suspicious series of events surrounding Ashnard's rise to power –such as the untimely death of the royal family and Gawain and Elena's flight from Daein –Tauroneo was deemed unfit to serve by Ashnard demoted to a mere lower-ranking general.

He was tasked to defend the Daein capital of Nevassa (as a sacrificial pawn) and was ready to meet his end. But, he sensed Gawain's legacy through Ike's swordsmanship, and, despite being aware that he would likely live in disgrace, surrendered to the Crimean Liberation Army.

PERSONAL DATA

Species: Beorc
Class: General
Affinity: Thunder
Origin: Daein

Hobby: Nothing in particular
Talent: Nothing in particular
Finds Important: A knight's pride
Likes: Strong drinks, sweets
Dislikes: Loss of nerves
Apparent Age (Designed): 54

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Jill

✣ジル

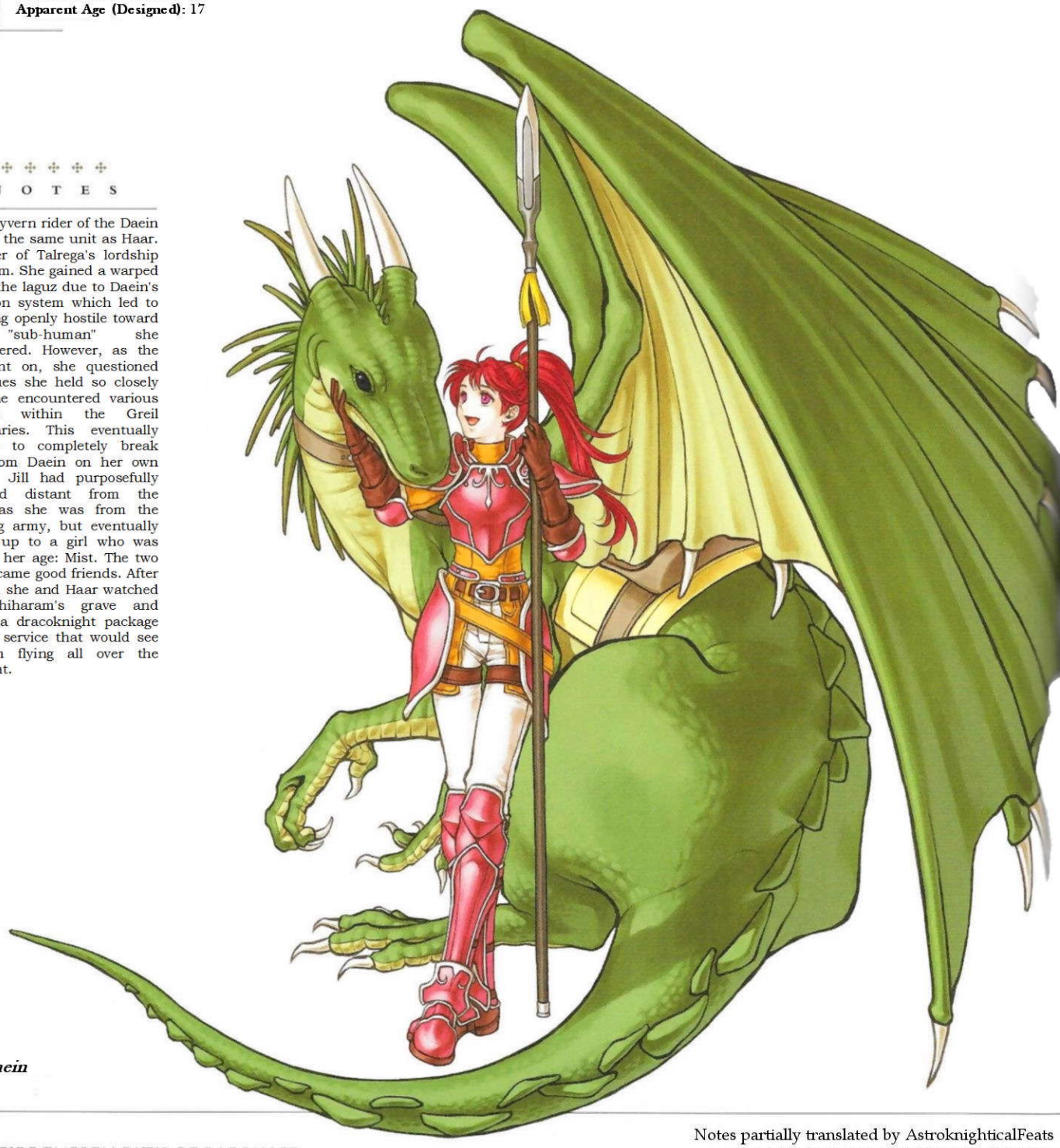
PERSONAL DATA

Species: Beorc
Class: Wyvern Rider / Wyvern Lord
Affinity: Thunder
Origin: Daein

Hobby: Weapon maintenance
Talent: Caring for wyverns
Finds Important: A knight's pride
Likes: A disciplined squad
Dislikes: Laguz, Crooked things
Apparent Age (Designed): 17

NOTES

A wyvern rider of the Daein Army in the same unit as Haar. Daughter of Talrega's lordship Shiharam. She gained a warped view of the laguz due to Daein's education system which led to her being openly hostile toward any "sub-human" she encountered. However, as the war went on, she questioned the values she held so closely once she encountered various cultures within the Greil Mercenaries. This eventually led her to completely break away from Daein on her own volition. Jill had purposefully remained distant from the others as she was from the opposing army, but eventually opened up to a girl who was close to her age: Mist. The two later became good friends. After the war, she and Haar watched over Shiharam's grave and started a dracoknight package delivery service that would see to them flying all over the continent.



✣ *Daein*

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Haar

✣ハール

PERSONAL DATA

Species: Beorc
Class: Wyvern Lord
Affinity: Wind
Origin: Daein

Hobby: Napping
Talent: Sleeping anywhere
Finds Important: Loyalty to Shiharam
Likes: Drinking
Dislikes: Working for a country
Apparent Age (Designed): 34

✣ ✣ ✣ ✣ ✣

N O T E S

A wyvern lord affiliated with the Daein army. He was once part of Begnion's Holy Dracoknights, but he and his superior Shiharam's resent for corruption in the senate led them to defect to Daein. Haar holds both Shirahim and his daughter Jill in high regard. Thanks to this, Jill is able to persuade him to join the mercenaries. While quite competent as a warrior, he suffers from a bad habit of abandoning his duties to take a nap. He can often be seen sleeping in a myriad of locations. After the war, he and Jill watched over Shiharam's grave and started a dracoknight package delivery service that would see to them flying all over the continent.

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✣ **Other**

Ilyana

✣イレース *Elaice*

PERSONAL DATA

Species: Beorc
Class: Mage / Sage
Affinity: Light

Hobby: Eating
Talent: Eating five times a day
Finds Important: Meal time
Likes: A lot of food
Dislikes: An empty stomach
Apparent Age (Designed): 16

✣ ✣ ✣ ✣ ✣

NOTES

A mage who accompanies a traveling merchant caravan; excels in thunder magic. Other than the fact that she left home several years ago, her background is unknown. She was rescued by Muston and the others when she collapsed from hunger one day.

She's a pretty girl who turns heads, characterized by her vacant expression and gentle, easy-going manner. Despite her slender appearance, she's the owner of a bottomless stomach, able to wolf down the combined servings for 12 Laguz men. Strange, but true.

At the old castle, she was separated from the merchants and discovered by the Daein troops led by Kamura, who suspected her of being from the Crimean army. To dissolve their accusations, Ilyana unleashed her thunder magic on Ike and the others.

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Volke

✣フォルカ

✣ ✣ ✣ ✣ ✣

NOTES

A capable informant who takes on jobs in exchange for gold. Secretly an assassin known as the "Fireman."

He's not very talkative. Oftentimes, nobody knows where he is since he dislikes associating with his clients. He's completed numerous jobs for Bastian of Crimea in the past, suggesting some form of mutual trust between the two.

He was hired by the then-alive Greil and met up with Ike to claim his 50,000 G reward.

In any case, he decides the value of everything with gold; he'll even ask for 100 G to eat together.

PERSONAL DATA

Species: Beorc
Class: Thief / Assassin
Affinity: Wind

Hobby: Smoking
Talent: Never letting anyone see him sleeping
Finds Important: Independence
Likes: Silence
Dislikes: Inquiries
Apparent Age (Designed): 33

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Zihark

✣ツイハーク

PERSONAL DATA
Species: Beorc
Class: Myrmidon / Swordmaster
Affinity: Earth
Origin: Begnion

Hobby: Polishing swords
Talent: Sword maintenance
Finds Important: Memories of his loved one
Likes: His former lover
Dislikes: Beorc who discriminate against Laguz
Apparent Age (Designed): 22

✣ ✣ ✣ ✣ ✣
NOTES

A swordsman from Daein. He disagrees with the public opinion in Daein which is in favor of oppressing the Laguz. He enlisted in a "sub-human hunting vigilante group" with the intention of secretly aiding the Laguz. His deep emotional attachment with Laguz comes from a relationship he shared with a female Laguz a long time ago. She eventually died, leaving a deep hole in his heart, as can be discerned through conversations with Brom and Muarim.

He found a chance to leave the vigilante group and become a member of the Greil Mercenaries after meeting Lethe.

✣ **Other**

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Sothe

✣サザ

✣ ✣ ✣ ✣ ✣
NOTES

A thief from Daein. He was a stowaway who was found by Ike's crew and traveled with the Greil Mercenaries from then on.

Due to having grown up in an harsh environment, he holds great disdain for nobles who had simply been handed a life of extravagance.

He seeks to reunite with a very important person he was separated from, but an explanation as to who that is would not be revealed for a few more years.

PERSONAL DATA
Species: Beorc
Class: Thief
Affinity: Wind
Origin: Begnion

Hobby: Woodcraft
Talent: Talking to animals
Finds Important: Finding his valuable someone
Likes: Nature, Animals
Dislikes: Nobles
Apparent Age (Designed): 14

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Stefan

✣ソーンバルケ Soanevalcke

PERSONAL DATA

Species: Beorc
Class: Swordmaster
Affinity: Heaven
Origin: Begnion

Hobby: Fishing
Talent: Slashing attacks
Finds Important: Lovely blades
Likes: Good weather
Dislikes: Bad weather
Apparent Age (Designed): 29

Name's Stefan. I'm trying, and failing, to be a lonely hermit in these parts...
(Chapter 15: The Feral Frontier)

✣ ✣ ✣ ✣ ✣
N O T E S

A branded who was born from the union between a Beorc and Laguz (lion). His brand mark is located on his left temple. He lives with fellow branded in a hidden village he founded within the Grann Desert (located within the northern part of the Begnion Empire). He's a Swordmaster who wields the sacred sword known as the "Vague Katti."

Due to his background, he has a negative opinion of both Beroc and Laguz --harboring a deep hatred for the Laguz especially. He appeared on a whim during the Mad King's War, with no real plan or aim in mind. He witnessed Ike's swordsmanship, feeling it was unpolished, and offered to train him as a second teacher. He treated it all as nothing more than an entertaining pastime for him.

His name comes from Soan, one of the blessed Three Heroes of the Goddess Ashera, as he is one of his direct descendants.

I witnessed your blade work in the desert. It seems a little messy... and has ways to go, as if only half complete... did you...lose your teacher?
(Chapter 16: The Atonement)

✣ ***Other***

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Devdan

Dalahowe

✣ダラハウ

✣ ✣ ✣ ✣ ✣

NOTES

A wandering halberdier who loves children and flowers. A man with a mysterious background. He speaks in a very peculiar way.

He was punished for trespassing into Duke Tanas's villa to see his flower garden, and was forced into working under Oliver for a year without pay. It was then he encountered Tormod and other children fighting with Ike's crew. He could not bring himself to raise his lance against children and cut ties with Oliver to join the mercenaries.

He does not hold loyalty to any particular person or country. Instead, he fights for the weak --in other words, he fights for the sake of children's happiness.

Being a gentle man with a fair amount of life experience, Devdan served as a great adviser to young patriots of the Crimean Liberation Army.

PERSONAL DATA

Species: Beorc
Class: Halberdier
Affinity: Fire
Origin: Crimea

Hobby: Street performing
Talent: Making people smile
Finds Important: Freedom
Likes: Singing
Dislikes: Being restrained
Apparent Age (Designed): 32

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Calill

✣カリル

PERSONAL DATA

Species: Beorc
Class: Sage
Affinity: Dark
Origin: Begnion

Hobby: Being a refined lady
Talent: Making her heavy makeup look light
Finds Important: Her own pursuit of pleasure
Likes: Popular men
Dislikes: Girls more popular than her
Apparent Age (Designed): 24

✣ *Other*

✣ ✣ ✣ ✣ ✣

NOTES

A sage from Begnion who is extremely confident about her own beauty and intellect.

Though she has a more urban taste in her appearance and behavior, her interactions with other country folk strongly imply that she herself was raised in the countryside. She comes off as overbearing, but shows a genuinely helpful side of herself when she gives thoughtful advice to Nephenee and Geoffrey for their respective troubles.

Due to being a sage, Tormod begged her to help teach him the ways of magic. She is impressed by his quick learning, but teaches him that he lacks the "essence" required to be anything truly special when it comes to magic. She adds he will only be able to fight as an "average" person, but, reassures him that he can still become much better through practice and hard work.

After the war's end, she married the man who she felt was meant for her: Largo. Together, they achieved Largo's dream of opening a small pub in Melior.

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Largo

✣ラルゴ

PERSONAL DATA
Species: Beorc
Class: Berserker
Affinity: Wind
Origin: Begnion

Hobby: Saving money
Talent: Cooking
Finds Important: Calill
Likes: Calill
Dislikes: Cats
Apparent Age (Designed): 29

✣ ✣ ✣ ✣ ✣
NOTES

A berserker from Begnion. Possessing nigh-Herculean strength, he finds many peers among those he converses with in the mercenaries.

While he has no formal education, he has plenty of experience and vitality to help him through battles. He holds no prejudice toward the laguz, and cares for others. In his conversations with Tauroneo, he mentioned wanting to run a pub where anyone could kick up their feet and relax after the war, regardless of race or ethnicity. His dream was realized, opening a pub after the war in Melior, Crimea's capital city, with the one woman who means all the world to him, Calill.

Notes translated by: AstroknighticalFeats
scanned/edited/Personal Data translated by: @maikantopia
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Ike
A member of the Greil Mercenaries based in Crimea. He succeeded his father after the latter's death.

Ike (Tense)
He grips his sword's hilt in his left hand. He keeps a sharp gaze on his enemy.

Ike (Angry)
Ike's sense of justice allows him to overcome any sort of obstacle while having no sympathy for the wicked.

Character List

Character portraits as they appear in *Path of Radiance* (listed in Japanese syllable order). This serves as a convenient director and includes some enemy generals that were not seen on the previous character profile pages.

Ike (Lord)
Ike after he was promoted to General of the Crimean Liberation Army and entrusted with the holy sword Ragnell from Apostle Sanaki.

Ike (Lord/Tense)
He is prepared to face a huge challenge. All the stress he had been holding as the army's general is starting to seep out.

Ashnard
Daein's feared "Mad King." He rides the black dragon Rajaion and wields the dark weapon Gurgurant.

Ashnard (Smirk)
He is overflowing with confidence, fearing nothing --not even the gods. He is ready to drive away anyone who gets in his way.

Ashnard (Medallion)
Ashnard after having used the Medallion of Blue Flames. He offers his own well-being in exchange for the negative energy within.

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Anna
The mysterious girl, as per Fire Emblem *tradition. She is in charge of explaining the game through tutorials.*

Ikanau
A bandit from Crimea. He captures Mist and Rolf in order to carry out revenge against Titania.

Izuka
A mad scientist employed by Ashnard. He disregards all morals when it comes to his research.

Ena
Nasir's granddaughter of mixed red and white dragon blood. She serves Daein for her fiance Rajaion's sake.

Ilyana
A quiet thunder mage who travels with the merchant convoy. Despite her appearance, her appetite is greater than anyone can imagine.

Ulki
A close aide to Tibarn. His extremely tacit nature easily leads to misunderstandings. No sound escapes his ears.

Emil
A general of Daein who surrounded Ike's group at the Crimea-Gallia border.

Elincia
Crimea's true princess. Her existence was hidden from the public. She was rescued by Ike's crew during Daein's invasion.

Elincia (Happy)
Both hands rest in front of her chest. It is a pose often seen when she wants to express her heartfelt gratitude.

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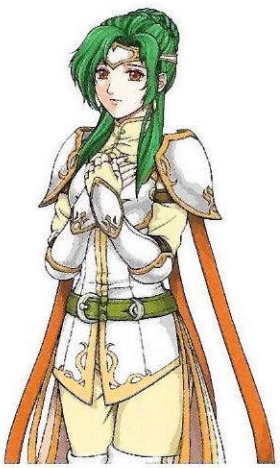

Elincia (Falcon Knight)
Elincia in the clothes of a holy pegasus knight. She wields "Amiti" as an exclusive weapon.

Elincia (Angry)
She is set on fighting on the battlefield, showing that she is ready to help take back her country.

Oscar
Boyd and Rofl's older brother. He has a gentle, earnest attitude. He was once a Crimean royal knight.

Oliver
Duke Tanas and lover of all things beautiful. He was defeated by Ike's group at Serenes Forest.

Caineghis
King of Gallia. He is a deeply respected and wise ruler who wishes for peaceful coexistence with the Beorc. He met Greil long ago.

Kasatai
A general of Daein. He faced Ike's group while defending the Daein capital with Tauroneo and Ena.

Gashilama
A bandit from Begnion who leads a merchant group that engages in illegal laguz slave trade.

Gatrie
The only armored knight in the Greil Mercenaries. He is quite frivolous and like a younger brother to Shinon. He is kind to the point of being gullible.

Kamura
A general of Daein. He fought Ike's group at Gebal Castle, but was defeated thanks to the sudden appearance of Lethe and Mordecai.

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Kayachey
A general of Daein who serves Petrine. He intercepted Ike with Shinon at the Great Wall.

Calill
A sage who serves as Tormod's teacher. She is a self-proclaimed "urbanite", but is actually from the country side.

Kimaarsi
A general who serves Duke Tanas. Under Oliver's orders, he searches for members of the heron tribe.

Rhys
A frail but gentle, friendly priest. He dislikes fighting, and hates the sight of blood.

Kurthnaga
Dheginsea's son and prince of Goldoa. He wishes to interact with the outside world and for there to be coexistence between the laguz and beorc.

Greil
Father of Ike and Mist. Once served Daein. Lost his life after facing the Black Knight.

Gromell
A general of Daein. He tormented Ike's crew at the Marhaut mountain range.

Kieran
A royal knight of Crimea who serves Geoffrey. He has a one sided rivalry with Oscar.

Kieran (Helmet):
An unused graphic from the original version. He wore a helmet that resembles the design of an ordinary Crimean soldier.

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Kotaff
A general of Daein. He ambushed Ike's group as they were on their way to Gallia.

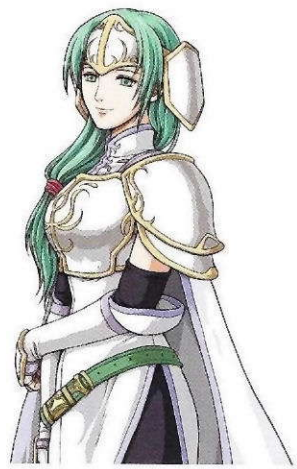
Heddwyn
A general of Daein who utilizes the thunder tome "Rexbolt." He was charged with defending Gritnea Tower.

Gareth
A young red dragon who serves Dheginsea. He is Kurthnaga's retainer.

Sothe
A young thief boy from Daein. He is rather unsociable and rarely opens up to others.

Sanaki
The 37th empress of Begnion, and the apostle. Her spontaneous conduct is often a source of worry for Sigrun and Tanith.

Zawana
Bandits of Crimea who raided Caldea Village. Ike defeated him in his first ever battle.



Sigrun
Captain of the Holy Pegasus Knights, who also serve as the Holy Guard. She is unyieldingly loyal to Sanaki.

The Black Knight
One of Daein's "Four Riders." Nothing is known about him aside from the fact he is encased in jet-black armor.

Shinon
An expert sniper and veteran of the Greil Mercenaries. Though he does not think highly of Ike, he has concerns about the group in his own way.

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Shiharam
A general of Daein and Jill's father. Haar's former teacher. He lost his life fighting at Talrega.

Giffca
He supports Caineghis from the shadows, and is known as "The Lion King's Shadow" as a result. True to the name, he changes into a black lion.

Seeker
A pirate from Kilvas. He ran Ike's ship aground in the Gazaleah sea while pillaging ships under Naesala's orders.

Schaeffer
A mercenary employed by Daein. He used the members of Palmeni Temple as human shields.

Geoffrey
Lucia's younger brother and Elincia's trusted knight. Friends since childhood, he swears absolute loyalty to Elincia.

Jorge
A member of the Merchant Caravan who runs a shop. Daniel's younger twin brother.

Jill
A wyvern rider of Daein's army. She was Haar's subordinate, but started to question Daein's methods while battling alongside Ike's group.

Astrid
A young lady from Begnion. She ran away and joined Begnion's knights after feeling doubts about her way of life.

Soren
The young staff officer of the Greil Mercenaries. He has absolute faith in Ike, but is rather cold to everyone else.

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Soren (Unused)
An unused graphic from the original version. He gives off an impression of one who does not let others get too close to him.

Sephiran
The prime minister of Begnion. He always has the good of his people on his mind and Sanaki's deepest trust.

Sephiran (Cloak)
How he appeared as a prisoner in Castle Canteus.

Zelgius
Sephiran's trusted friend, and a general of Begnion renowned for his swordsmanship.

Stefan
A swordsman with the blood of both laguz and beorc --known as a branded. He wields the "Vague Katti" --notorious for its difficulty to use.

Tauroneo
A chief vassal of Daein. He opposed Ashnard, and surrendered to Ike (the son of his old friend) and the Crimean Liberation Army.

Dakova
A general of Daein. He is executed by Petrine after he fails to capture Elincia during a surprise attack on the Mercenaries' Fort.

Daniel
A member of the Merchant Carvan who mans the Forge. Jorge's older twin brother.

Tanith
Vice-captain of Begnion's Holy Guard. She is a serious woman who is quite strict. Her subordinates know and fear her as the "Great Demon."

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Danomill
An officier of Daein. He stood guard at Castle Canteus, which was used as a prison camp. He was defeated when Ike's group came to rescue the prisoners.

Devdan
A halberdier who appears to be a traveling street performer. He loves to bring smiles to people's faces. He speaks in a notably unusual manner.

Brom
A farmer-turned-militiaman who joined the Crimean Liberation Army. He has a carefree attitude that fits his appearance.

Zihark
A mercenary swordsman from Daein. Was once romantically involved with a laguz, but his partner soon passed.

Zihark (Unused)
An unused graphic from the original version. It's a front-view shot that shows more of his face.

Titania
Vice-captain of the Greil Mercenaries. She is both like an older sister and mother to Mist and Ike.

Titania (Unused)
An unused graphic from the original version. She holds no weapon and gives off a more maternal vibe.

Tibarn
King of Phoenicis. A hawk with impressive physique, he is deeply trusted by his subjects.

Dheginsea
The Black Dragon King of Goldoa, the land of dragons. He is one of the powerful "Three Heroes" blessed by the Goddess Ashera.

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Tormod
The boy who calls himself leader of the Laguz Emancipation Army. He has a strong bond with Muarim.

Tormod (Cloak)
His entire body is hidden behind the cloak here.

Tomenami
Head priest at Palmeni Temple. He was taken hostage by Schaeffer when Ike attacked.

Nasir
A young (?) white dragon. He works as a double agent for Gallia and Daein for the sake of his granddaughter Ena.

Nealuchi
The "old-timer" who serves Naesala. He is proud to have cared for Naesala since he was an infant. He understands the ancient tongue.

Naesala
The bird-tribe Raven King of Kilvas. Both sly and shrewd, he always follows what is more convenient for him at the time.

Nedata
A pirate who has a base off the coast of Gallia. He calls himself a "sea scallywag."

Nephenee
A militiawoman from the same village as Brom. She is self-conscious of her country accent and so speaks very little in order to hide it.

Norris
A general of Daein charged with finding information on Elincia's whereabouts. He relies on the Kilvas pirates to inform him as to which ship to attack.

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Hafedd
A general of Daein and the Black Knight's subordinate. He fought the Crimean army at Nados Castle.

Balmer
A general of Daein and Petrine's subordinate. He was ready to face Ike's group at Fort Meritenne.

Haar
A wyvern rider who works under Shiharam. He is rather lazy, and can nap peacefully even on the battlefield.

Havetti
A Crimean pirate. He occupied Port Talma. He attempted to force Marcia to pay up her brother Makalov's debt.

Volke
An assassin who works for money rather than out of loyalty. He is also known as the "Fireman." He made a secret arrangement with Greil long ago.

Volke (Class Change)
His appearance after he changes to an assassin. He wears a veil to conceal his face.

Bryce
One of the "Four Riders." He is of a warrior family that has served Daein for generations. He was a major threat to Ike, being the wielder of the holy lance "Wishblade."

Petrine
One of Daein's "Four Riders." She is a knight who skillfully wields the "Flame Lance" and swears absolute loyalty to Ashnard.

Bertram
One of Daein's "Four Riders." He is a warrior who wields the cursed "Runesword." He is always concealed in his armor so his true appearance is unknown.

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Hetzel
A member of Begnion's senate and duke of Asmin. He holds Sanaki's trust due to being of the more moderate faction of senators.

Homasa
A general of Daein and Petrine's subordinate. He intercepted Ike at the Daein border alongside Naesala.

Boyd
Oscar's younger brother and Rolf's older brother. A little dense and straightforward, he makes a good rival for Ike.

Maijin
An officer of Daein. He encountered Ike's group on a road in western Crimea. His speech and mannerisms appeared quite arrogant.

Makalov
A knight from Begnion and Marcia's older brother. He loves to gamble. The debt he works up brings nothing but pain to his sister.

Makoya
A general of Daein. He occupied Port Toha and commanded his troops to hunt down survivors of the Crimean army.

Marcia
A member of the Holy Pegasus Knights that deserted in order to find her brother. Her brother's foolishness drives her crazy.

Marcia (Unused)
An unused graphic from the original version. Her facial structure and clothes [presentation] is different.

Mist
Ike's younger sister. She has a bronze medallion which is an important memento from her late-mother. She keeps it close to her at all times.

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Mist (Tense)
She has a hard time watching the mercenaries go off to battle. Both her hands are joined together in front of her chest to help withstand the anxiety.

Mist (Sad)
Even the usually chipper Mist has her sad moments. Her saddened expression leaves a deep impression on the viewer.

Muston
Leader of the Merchant Caravan, he runs the armory.

Muarim
A young laguz who deeply trusts Tormod. He was a slave to the Bengion senate in the past.

Mordecai
Lethe's subordinate. He has a gentle personality which dislikes fighting. He speaks in broken sentences as he has trouble with the language of the beorc.

Janaff
Tibarn's trusted retainer who can gaze at far away places with his "Insight." He looks like a young boy due to being a hawk of small stature.

Bastian
Prince Renning of Crimea's confidant. Count of Fayre. He pretends to be a wandering performer. He has a special sibling-like relationship with Lucia.

Rolf
Oscar and Boyd's younger brother. The youngest member of the Greil Mercenaries. He admires Shinon, who is his instructor in archery.

Ranulf
A warrior of Gallia. He has a lighthearted and friendly personality which helps him build a deep relationship with Ike after their first encounter. He joins the Crimean Liberation Army under Caineghis's orders.

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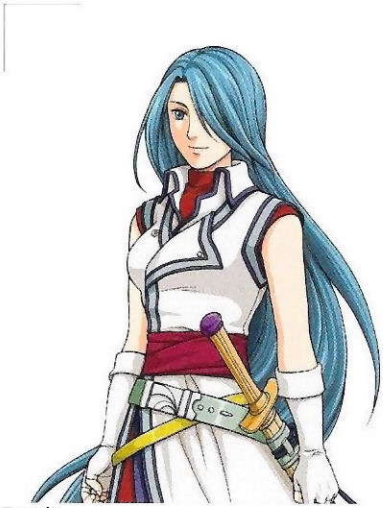
Aimee
A member of the Merchant Caravan who runs the shop.She loves to hold Ike's hand whenever she can.

Largo
In love with Calill. He is a self-proclaimed "world-class berserker." After the war he fulfills his dream to open a pub with Calill.

Rikard
A general of Daein. He hindered Ike's group at Castle Delbray.

Reyson
The prince of the lands ravaged by Begnion: Serenes. Leanne's older brother. He is sheltered by Pheonicis.

Lekain
Vice-chairman of the Begnion senate, duke of Gaddos. An amazing fact is that he was to be Astrid's husband (which caused her to flee).



Lucia
A master swordswoman and head of Elincia's bodyguard. She and Geoffrey both treat Elincia like their own sibling.

Lethe
A warrior of Gallia. She is very open about her hatred toward the beorc. Her meeting with Ike begins to gradually change her views.

Lotz
Tibarn's subordinate. He was charged with looking after Leanne, but was murdered by the Black Knight.

Mia
A myrmidon employed by Crimea. She was captured by the Daein army, She was rescued from the prison camp she was held in by Greil.

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Girl

Woman 1

Woman 2

Older Woman 1

Older Woman 2

Old Lady

Boy

Man 1

Man 2

Servant 1

Servant 2

Begnion Official

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Gallia Woman

Gallia Tiger

Gallia Cat

Goldoa Soldier

Kilvas Soldier

Pegasus Knight

Begnion Soldier 1

Begnion Soldier 2

Crimea Soldier

Daein Soldier 1

Daein Soldier 2

Daein Soldier 3

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Norris's Subordinate

Pirate

Bandit

Poacher

Old Man

Older Man 1

Older Man 2

Older Man 3

Mordecai (Hood)

Lethe (Hood)

Ranulf (Hood)

Ranulf (Hood/Exposed)

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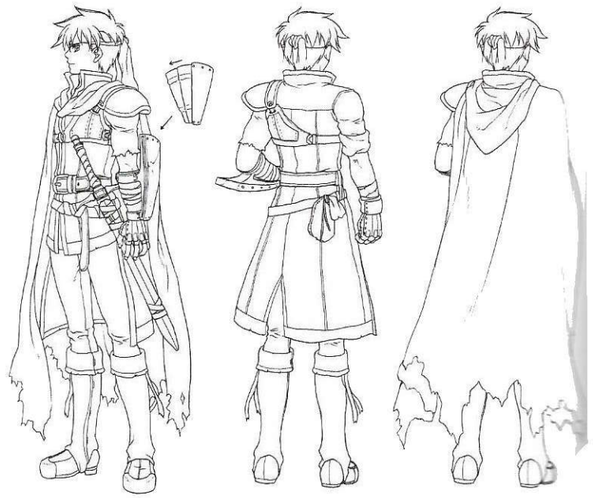

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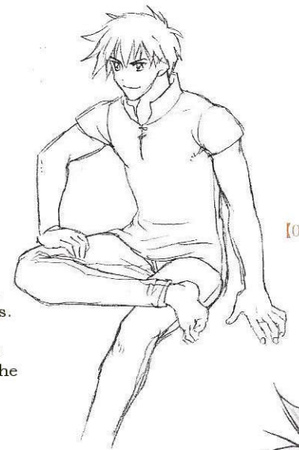

[03]

Model Sheets

✣ *Character Design Works*

Plenty of design artworks had to be made in preparation of making 3D models which would be used in Path of Radiance's battle animations. We are releasing these all to the public in one swoop. Most of the ones shown in this book are valuable documents that are being shown for the first time.

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[06]

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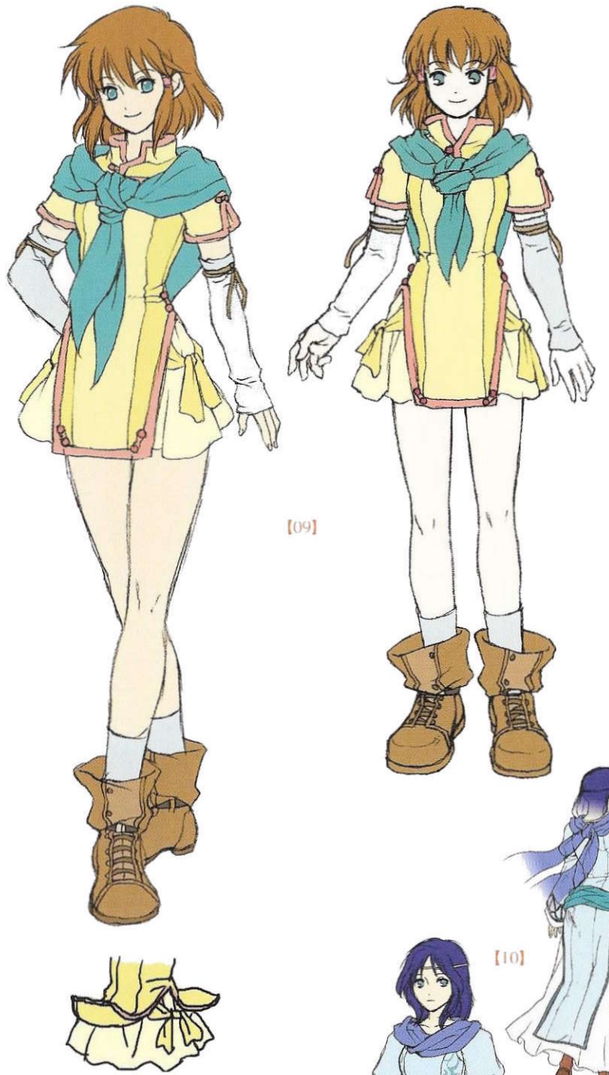
NOTES

[01] Full body artworks of Ike. You can get a glimpse of what is normally hidden behind Ike's cape here. His back, the reverse side of his breastplate, and a small sack attached to his waist are some of the fine details that go unseen. **[02]** Some busts of Ike. The sketches focus on his hair in its usually spikey state. **[03]** Rare sketches of his under-clothing. They were probably designs for his everyday life that went unused from the early versions of the game. **[04]** Detailed designs for the pattern on the bandana. **[05]** A bust sketch of the gallant Ike, though still with a hint of inexperienced youth to him. **[06]** Full body sketches of Ike after his class change. His ranger color scheme was completely changed in order to give off the impression of a calm general who can hold an army together. **[07]** Details and sketches of Ike's equipment. Things like his self-defense dagger that are never actually used in the story are shown too. **[08]** A manga-esque proposition regarding Ike's cape and its movements.

[07]

[08]



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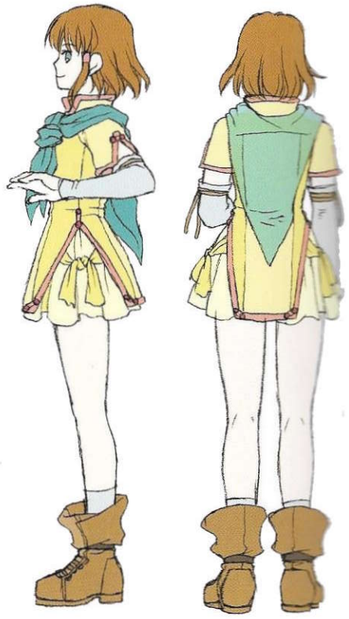

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NOTES

[09] A full body drawing of Mist. She has a fashionable ribbon tied to both sides of her skirt, making her rather stylish in look. **[10]** Some rare concept drawings of Elena. The design around her neck is purposefully meant to resemble her daughter Mist. **[11]** Full body drawings of the veteran warrior Greil. You can see how Ike's equipment resembles his father's. **[12]** A full body picture of Mist after she class changes to a Valkyrie. A lot of her design is generally the same, but her colors are much sweeter. **[13]** Rough designs of her under clothing. Underneath her skirt are very short shorts. **[14]** The chestnut horse she rides as a Valkyrie. This increased mobility is meant to greatly aid the player.

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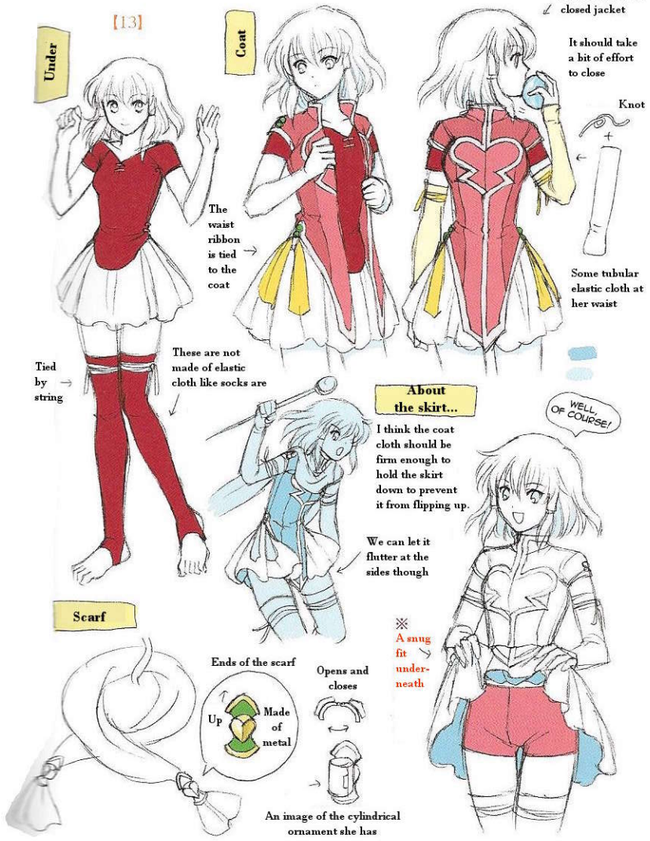

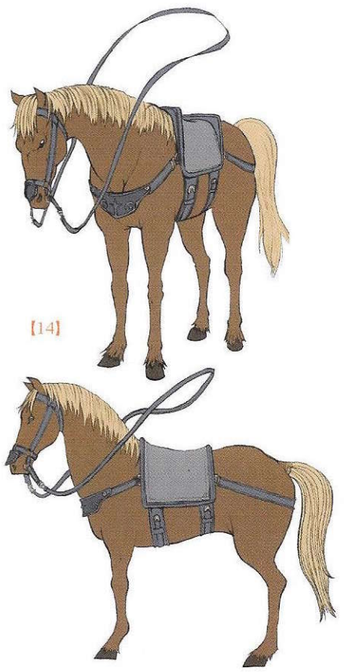

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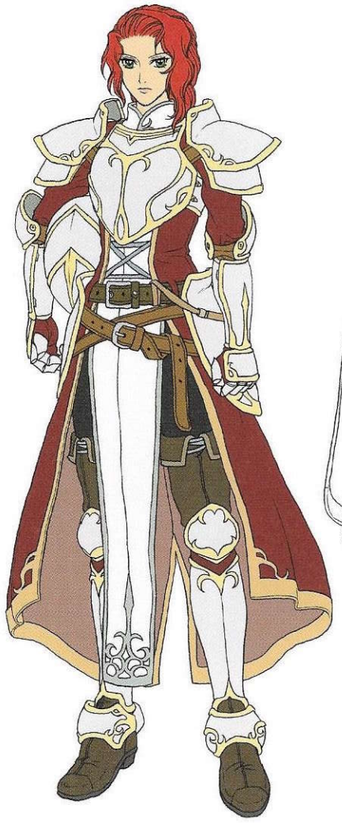

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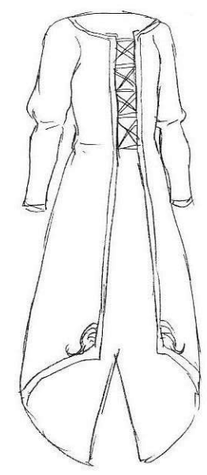

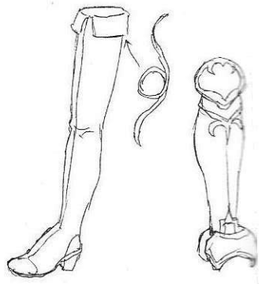

【18】

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NOTES

[15] The beautiful vice-commander of the Greil Mercenaries: Titania. In the early version of the game, she was going to wear a helmet. Her armor, decorated with splendorous ornaments, are the traces of when she served as a Royal Knight of Crimea. **[16]** Some busts of Titania. She is a pretty looking "big sister" sort we put in place of the so-called "Jagen position" of these games, which was and still is a pretty big shocker. **[17]** Some rough sketches that show Titania looking more relaxed with her hair untied. She would probably spend her free time with Mist with this plain look on her days off. **[18]** A full body sketch closer to her final design. There are a lot of enemy units who wield lances in this game. She probably helped plenty of players in the early-game by being an axe-wielder. **[19]** A bit of a sterner looking Titania from the earlier drafts. Her armor had a much more plain feeling to it. Her large braid is still just as stylish.

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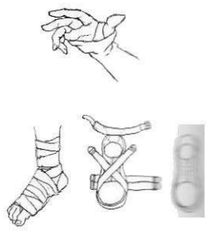

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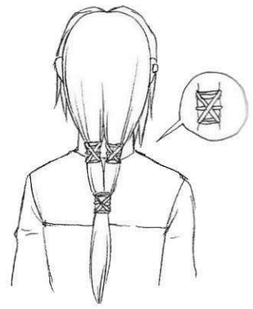

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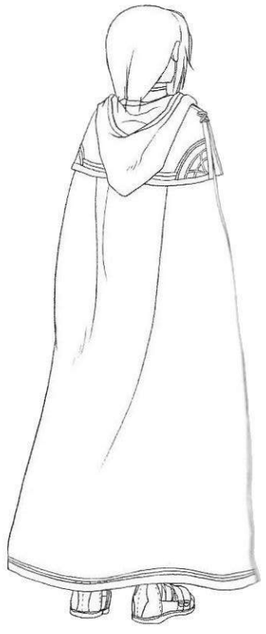

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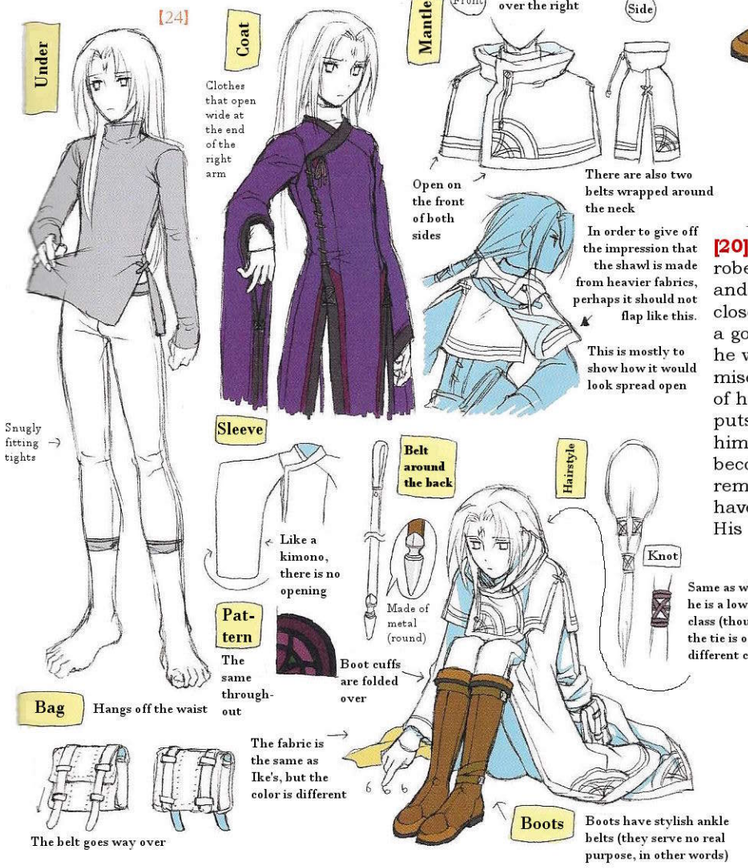

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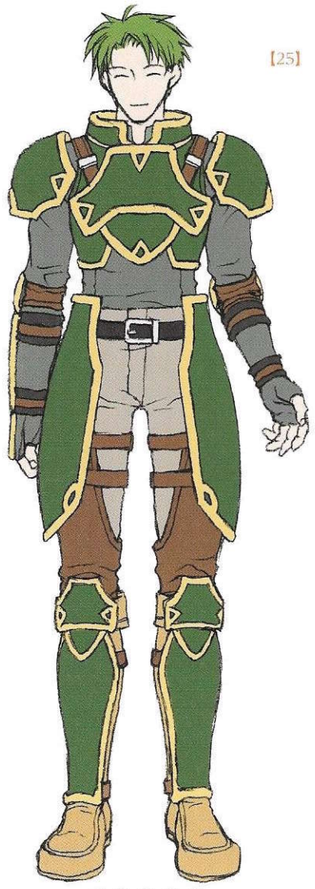
NOTES

[20] Three views of Soren. His flowing black robes emphasize both his frank personality and his tendency to not let others to get close to him. **[21]** A bust of Soren. It shows a good view of the mark on his forehead that he was born with --which began a life of misery. **[22]** A closer look at the finer details of his hairstyle. He is probably the sort who puts a lot of care and time into dressing himself. **[23]** Three views of Soren after becoming a Sage. He gains clothes that are reminiscent of what mages where, and that have a lot of strings and patterns on them. His tighter outfit results in a tighter figure.



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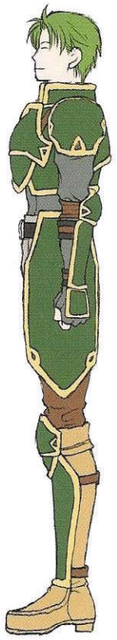

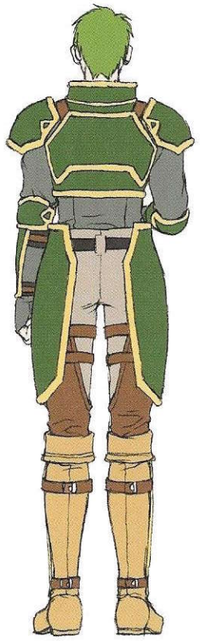

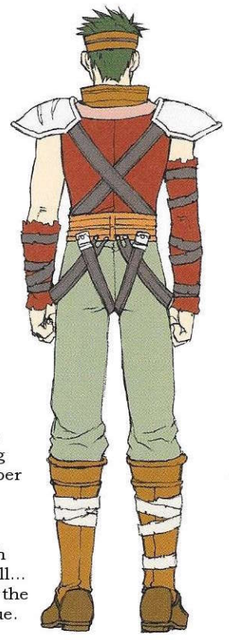

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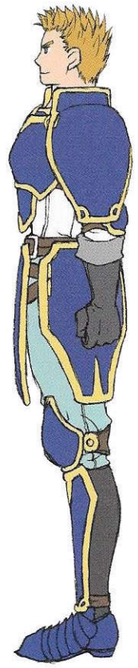
N O T E S

[25] Three views of Oscar. He's a man of character, and oldest of the three green-haired brothers. Though his design gives off the impression of one with a gentle personality and slender figure, he is actually rather well-built as one would expect from a knight. **[26]** The second of the three green-haired brothers is the vigorous Boyd. He puts great effort into being a show-off and swinging his axe around. **[27]** The most frivolous member of the Greil Mercenaries: Gatrie. He's rather dainty compared to knights in the previous games, with a more handsome visage. One would think that he would attract women with that sort of look.....but once they see him, well... **[28]** Shinon --A senior member and sniper of the Greil Mercenaries known for his wicked tongue. Compared to the more gentle and sincere members of the group, he has a rather antagonistic spirit. Since he is quite upfront about what he believes, his speech and conduct are often the source of conflict. Greil welcomed him to the group regardless, though perhaps only due to his great skill with the bow.



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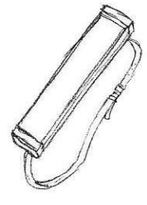

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CHAPTER III ✣✣✣ CONCEPT ART

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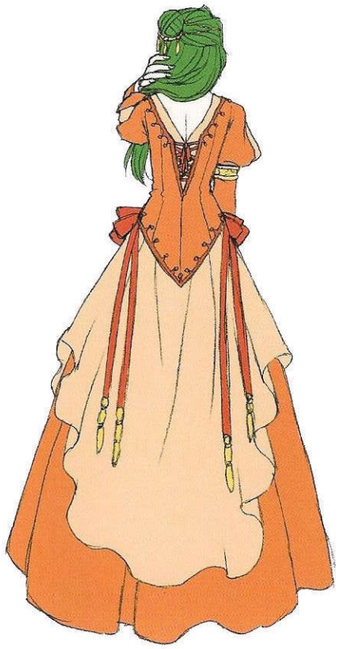

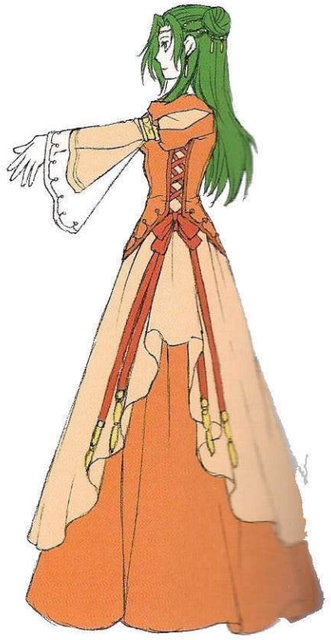

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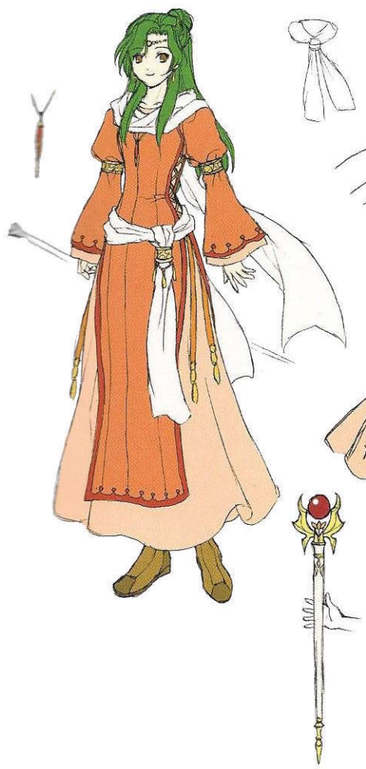

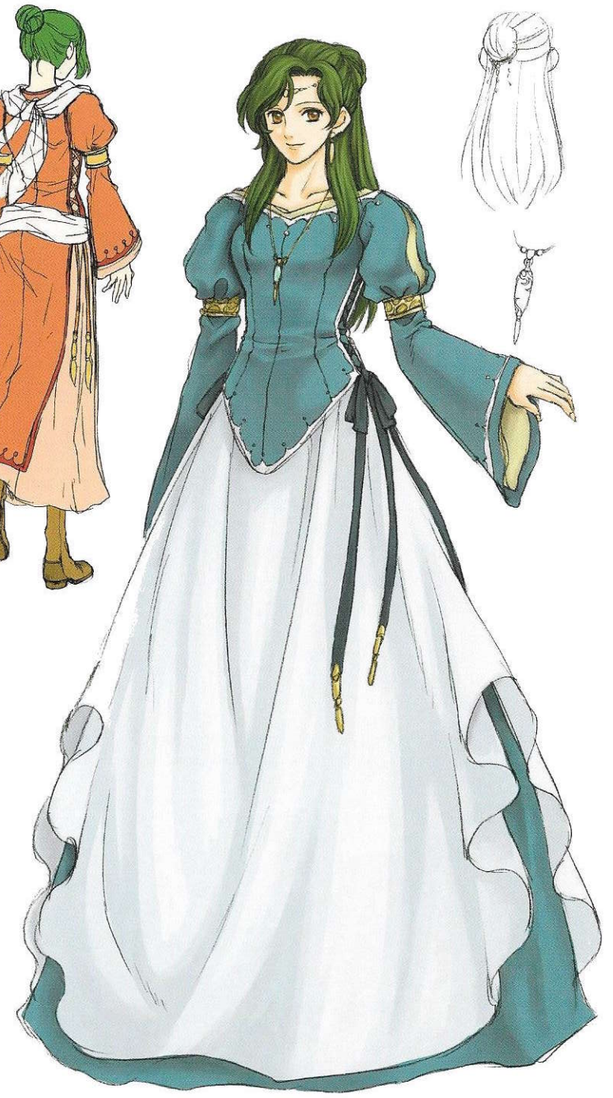

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[29] Rhys, who participates in battles despite his illness. He's a rare example in this series of a healer you get in the early-game who is male. **[30]** Rolf, the youngest of the three green-haired brothers who is considerably mature for his age. He and his brothers can utilize the Triangle Attack, breaking series' conventions. Up until now, the Triangle Attack had always been associated with three Pegasus Knights. That is just one of his many uses. **[31]** The hidden Princess Elincia - a key person in the Mad King's War. These are design documents that show that her orange dress (which she has come to be known for) were once meant to resemble Elena's clothes as well. **[32]** This is a definitive artwork of her turquoise-blue dress that was in the early versions of the game. The cool and composed colors went really well with her hair color.

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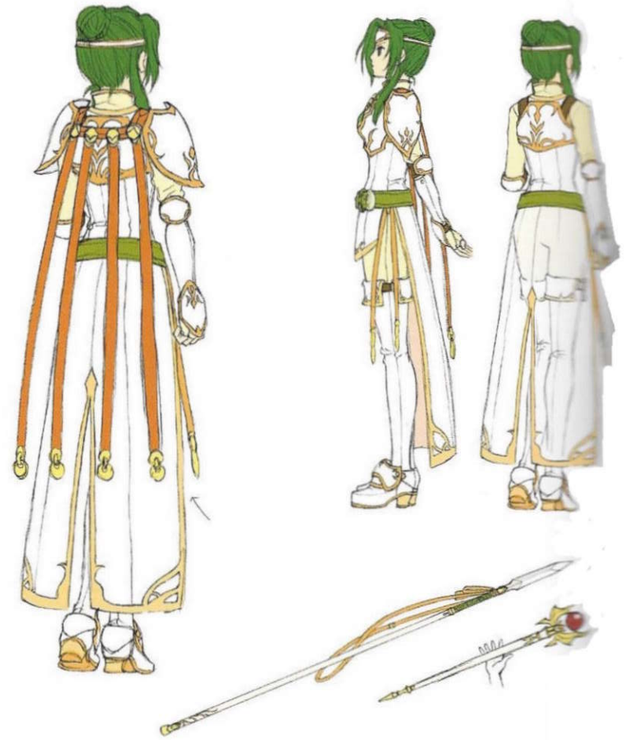

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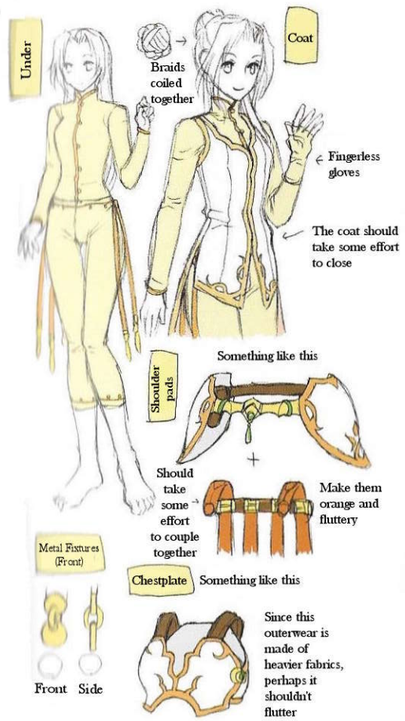

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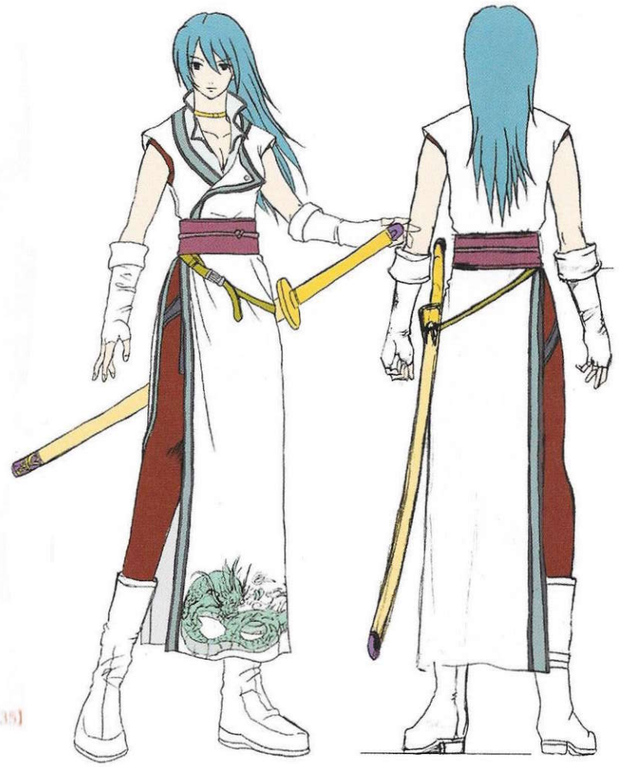

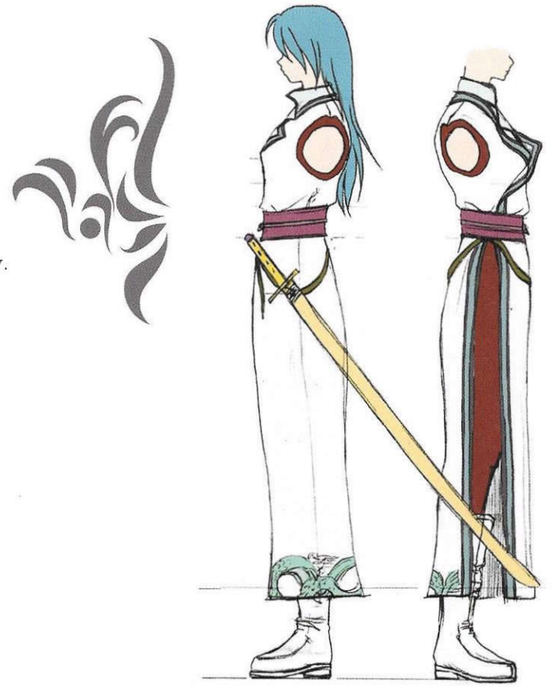

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[33] Elincia wearing the sacred Pegasus Knight armor she inherited from her grandmother. Since so many parts of her underclothing and armor overlap, careful attention had to be put into her design details. **[34]** The elite knight of Crimea who is a little on the serious side, Geoffrey. His underclothes and armor are meant to closely resemble the senior knight Titania. **[35]** Lucia's design works. In her early sketches, she had the pattern of a dragon at the hem of her dress. Her clothing is reminiscent of east, having an oriental sort of design to it --in line with series' traditions when it comes to myrmidons and swordmasters.

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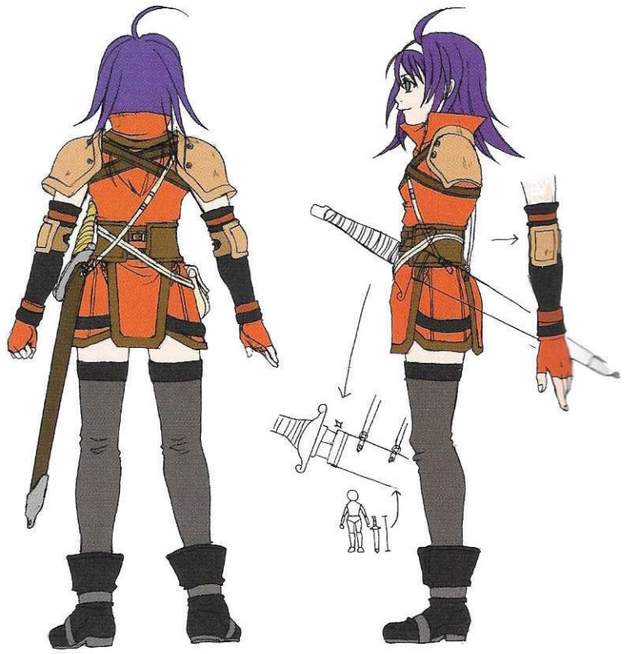

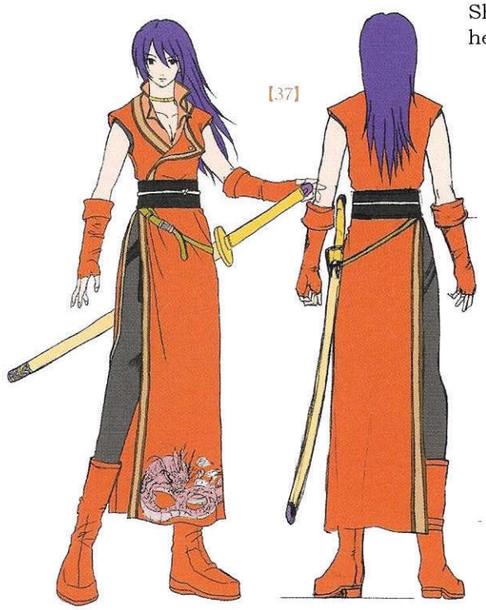

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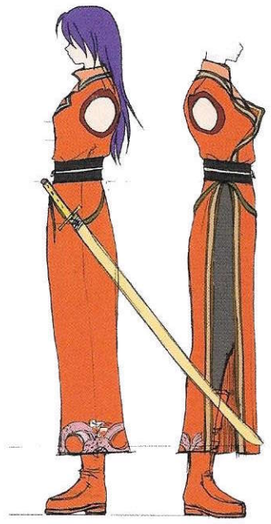

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[36] Three views of the lively swordswoman Mia. Her clothing had not changed much since her initial design. It seemed like a perfect match from her from the start. **[37]** Full body sketches of after she class changes to a Swordmaster. She gains a new long coat in addition to her trademark orange color and hairband. Lucia does too, just in different colors. **[38]** Three views of Nephenee. You can see the details of what is hidden behind her hair in the back view picture. Also, her helmet shape was initially like Titania's would have been. Probably because it was to be a standard design for the Crimean Army. **[39]** Three views after she class changes to Halberdier. She gains an orange scarf and larger shield that stick out a lot. It was to give her a bit of an unrefined impression even after becoming a higher class.

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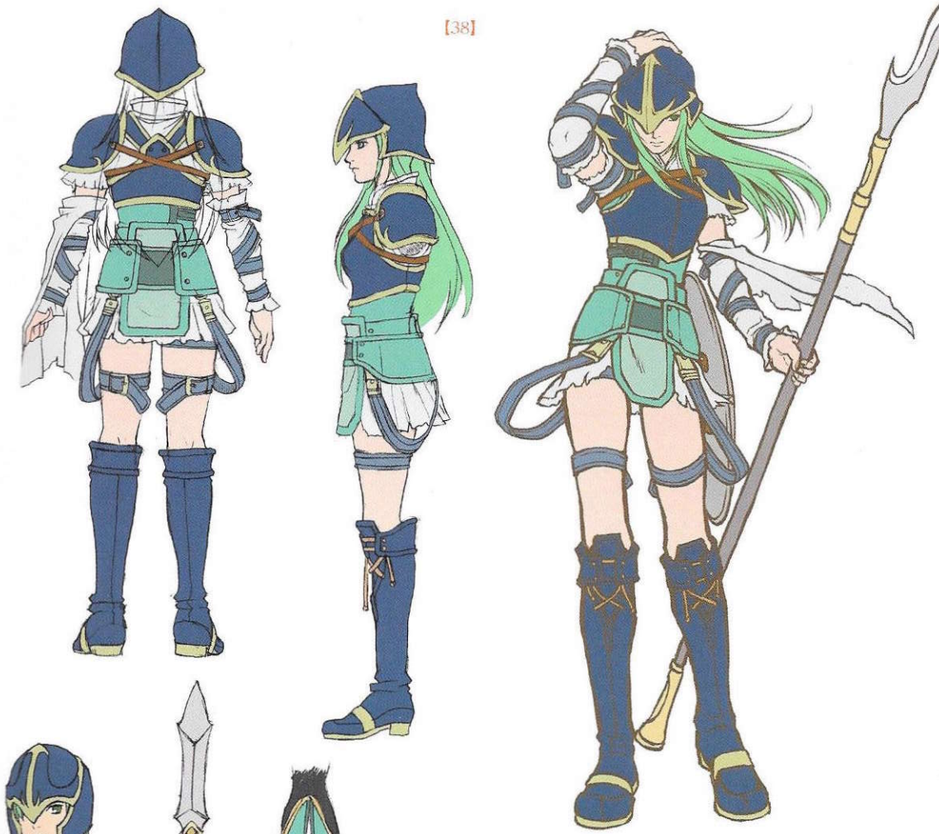

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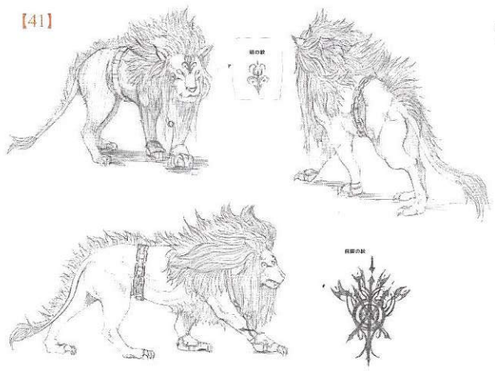

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N O T E S

[40] A group of early design sketches of the great King Caineghis. Even without seeing the great transformation, one can assume from his expression that he is quite an ambitious individual. **[41]** Caineghis after transforming. The hard equipment around his waist is still reflected post-transformation as a way of making him more distinct. **[42]** Ranulf after transforming. His beautiful fur is the same light indigo color as the hair on his human form. **[43]** Three views of Lethe's initial designs. Even after she transforms, she was designed to retain the ribbon and bell around her neck as a feature that makes her more distinguishable. **[44]** After transforming, Mordecai becomes a carnivorous beast that resembles a saber-toothed tiger. He retains the cloth wrapped around his arms from his human form as a trait he can be identified by.

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[45] Three views of the dragon spoken about in legends: Dheginsea. He has a strict air to his appearance. The tattoo on his head and pattern on his cape are two traits to easily identify him by. **[46]** Three views of the youngest Black Dragon: Kurthnaga. The lack of cape gives off a considerably different impression. This original appearance looks like an adorable Soren. **[47]** A Black Dragon after transformation. The design on its arm gives off a uniquely ominous aura. **[48]** A White Dragon after transformation. The pure white body coupled with feathery wings like a bird give off a very divine feeling, like an angel. **[49]** A Red Dragon after transformation. The sharp horns on the head as well as the shape of all the scales down the body give off a very "hard" impression.

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Initial Design Sketches

Initial Design Sketches

Initial Design Sketches

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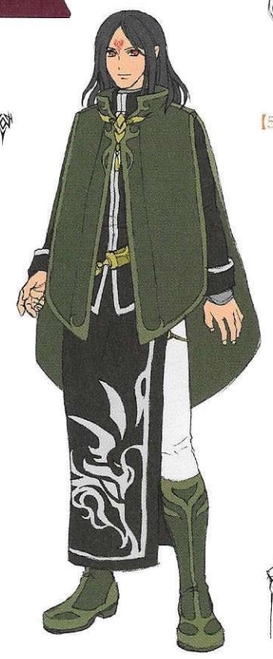

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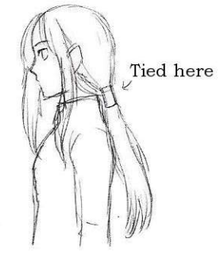

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[50] The girl who is a slave to her love for Rajaion: Ena. The hair accessories and earrings she wears have the same circular patterns. [51] Concept art of Gareth. In the original version, you can see that he was dressed more formally in tighter fitting clothes with a belt down his right side that covered him entirely. [52] Concept art of Rajaion. You can see design similarities to both Dheginsea and Kurthnaga. Though he is said to be the strongest after Dheginsea, his true power is never actually seen in the story. [53] The unrestricted Tibarn. He's shown without wings here, even if the bird-tribe laguz never appear that way in the story. It is to show his back which is normally hidden by the wings. [54] Tibarn after transforming. This form is much larger than the other hawks, fitting for the proud and powerful king.

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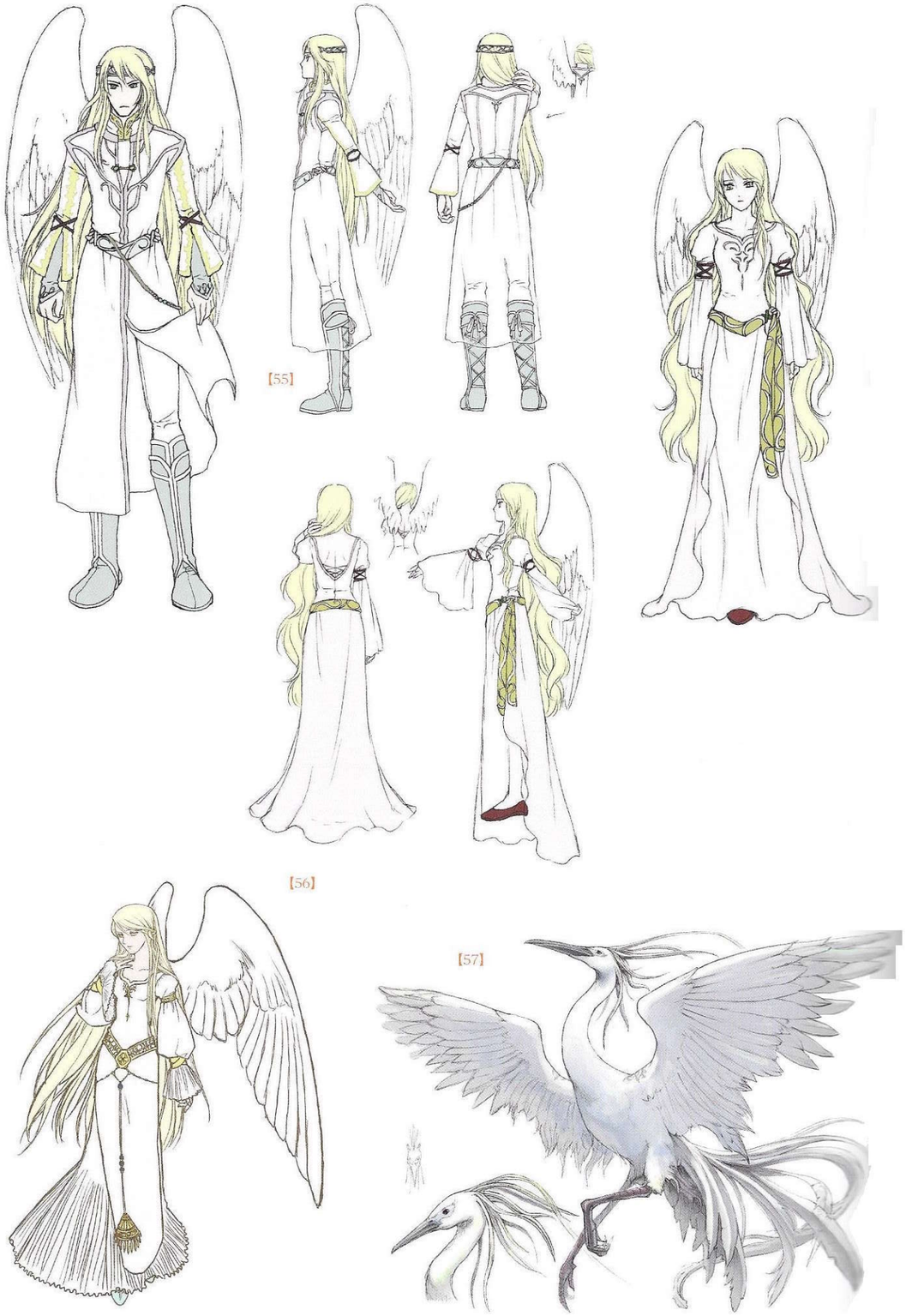

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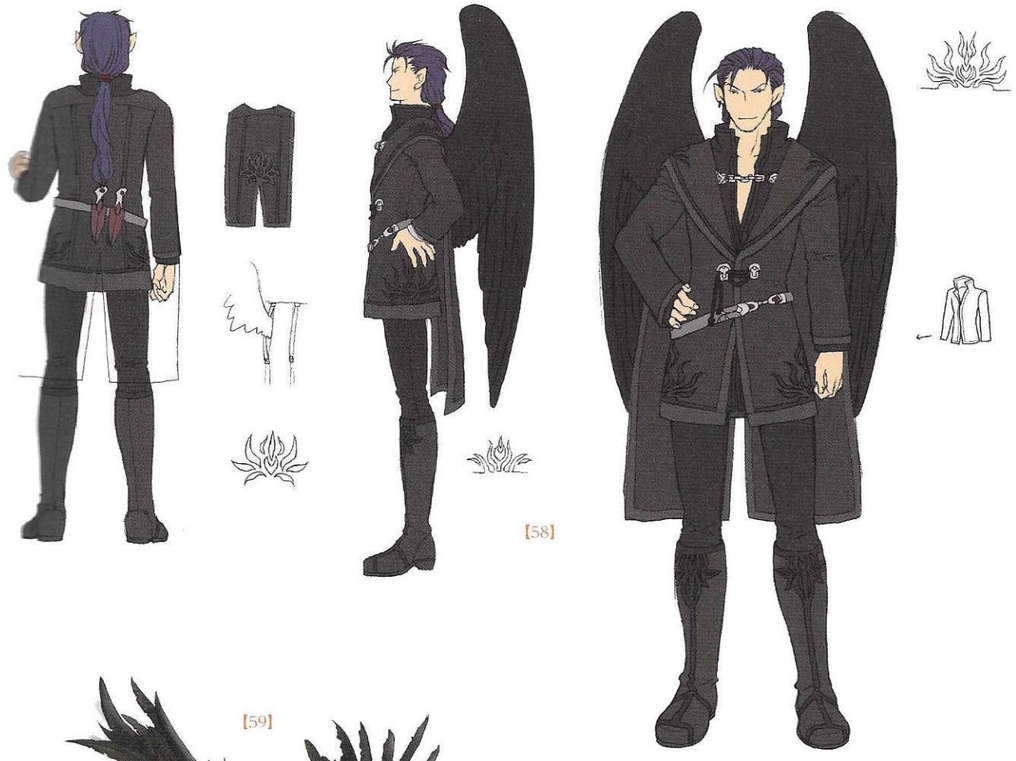

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NOTES

[55] Three views of Reyson. You can get a glimpse of the trousers he wears underneath his long coat as well as his back which is usually hidden by his hair. **[56]** Concept art of Leanne. There were once plans for her soft skirt to be one that would be more of a pleated style. **[57]** A Heron after taking their bestial form. Their long elegant tail, as well as their more delicate and slim features greatly contrast the Hawks and Crows.**[58]** The black-winged Naesala is dressed in fittingly black clothes. Though he has two daggers hanging off of his back here, he never uses them in the actual game. **[59]** A Crow that has taken its bestial form. It uses its sharp beak and talons to attack its prey. **[60]** Three views of Nealuchi. His clothes are simple and plain -fitting for his frugal nature.

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NOTES

[61] Three views of Sanaki. Her conceited expression is something that had existed since her original designs. **[62]** A drawing that depicts a grown-up Sanaki. Were there plans for this more bewitching empress to appear at some point? **[63]** Three views of Zelgius. His expression, armor, cape, and small accessories are all of what one should focus on. **[64]** Three views of Sephiran. The basis of his purple and white outfit was to express a sense of nobility. His sandal design matches Sanaki's quite a bit.

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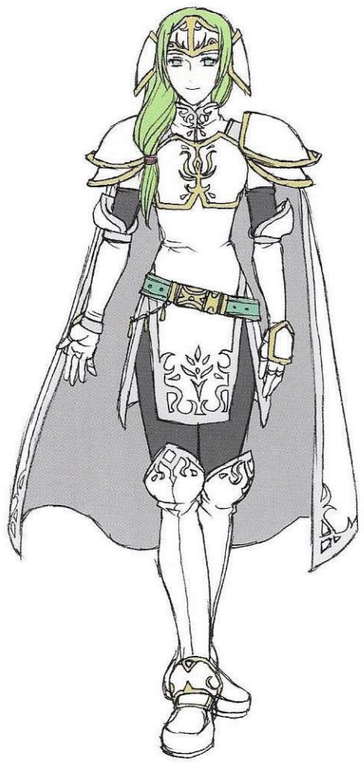

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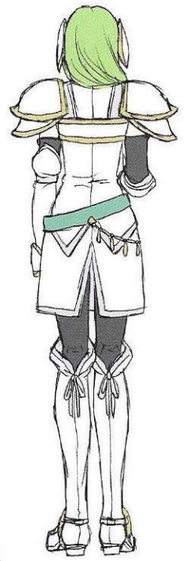

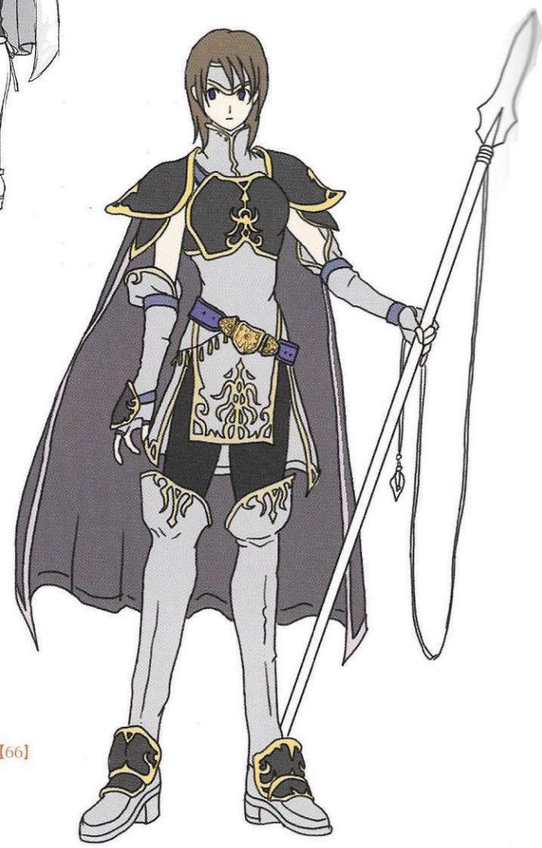

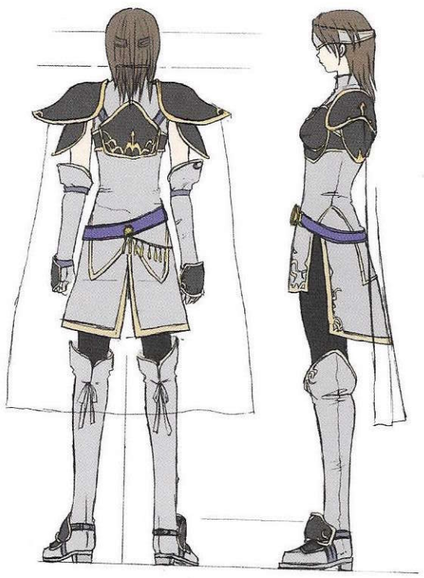

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[65] Three views of Sigrun. Her white motif and polished armor fits the image of a Pegasus Knight rather well. [66] Tanith wears the same armor as Sigrun, but deliberately (?) wears more black colors in order to give off a stricter impression. [67] Three views of Marcia. Her side-slit miniskirt is a series standard costume for Pegasus Knights. [68] Marcia after she class changes to a Falcon Knight. It is the same outfit Sigrun and Tanith have, just with different colors. One can assume that it is simply the uniform of Begnion's Holy Guard.

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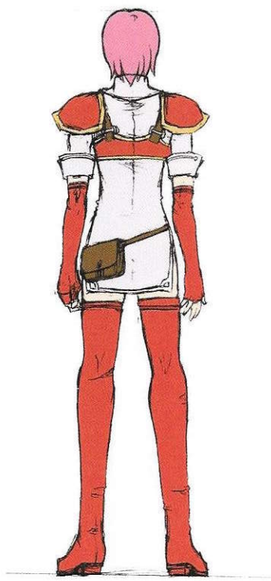

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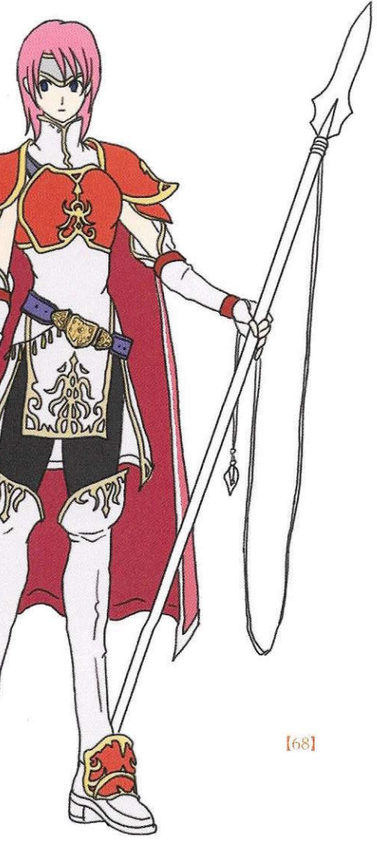

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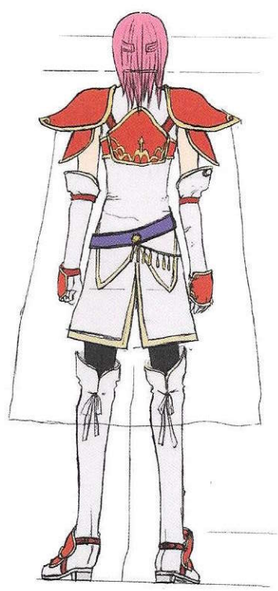

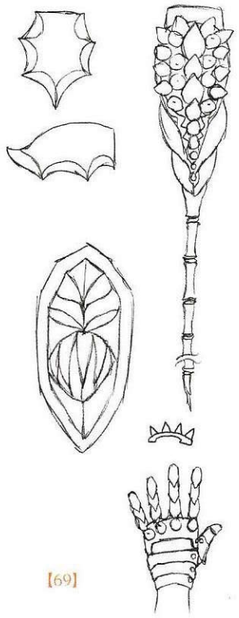

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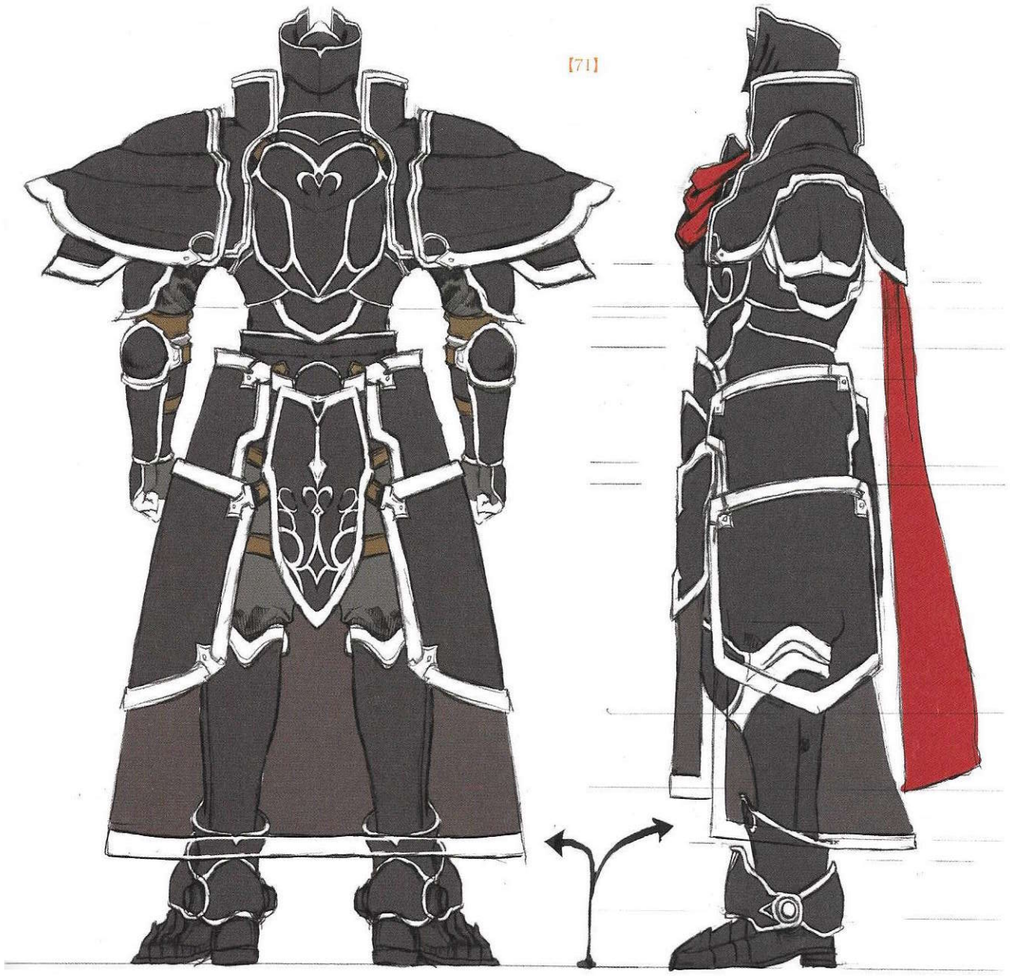
[69] Ashnard's concept artworks. His extravagant velvet cape has the air of "supreme ruler" about it. You can get a glimpse of the finer details of his dragon-esque armor, especially his left shoulder pad. [70] An image of a slightly more aged Ashnard from the original version of the game. His cape was fully black, giving off a more stern impression. [71] Concept art of the Black Knight. The design art shows his unique armor and helmet which has an intense aura of intimidation. [72] Busts of Ashnard. He is drawn in a much more youthful way here, though his characteristic hairstyle still remains the same.



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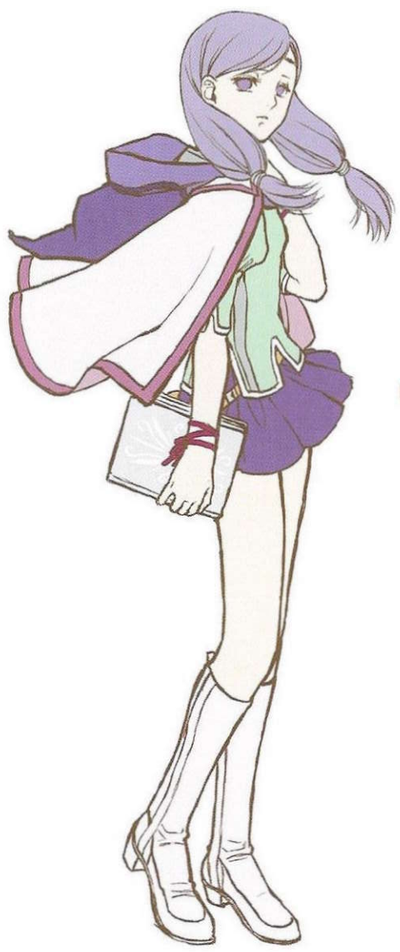

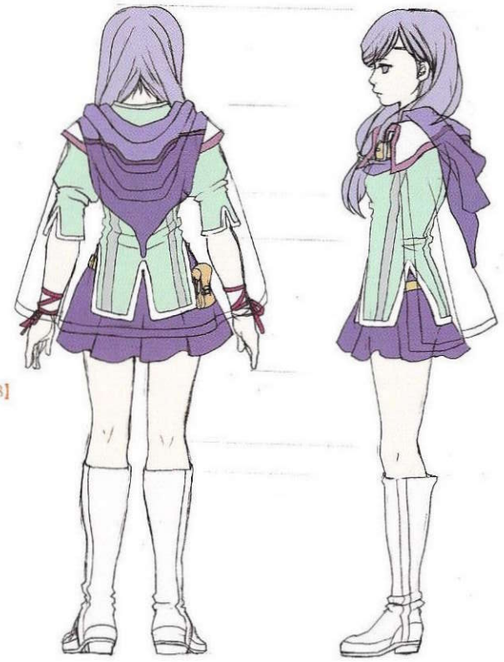

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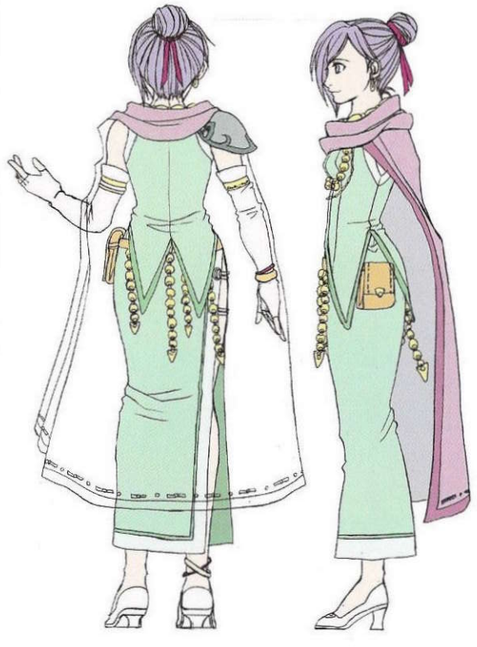

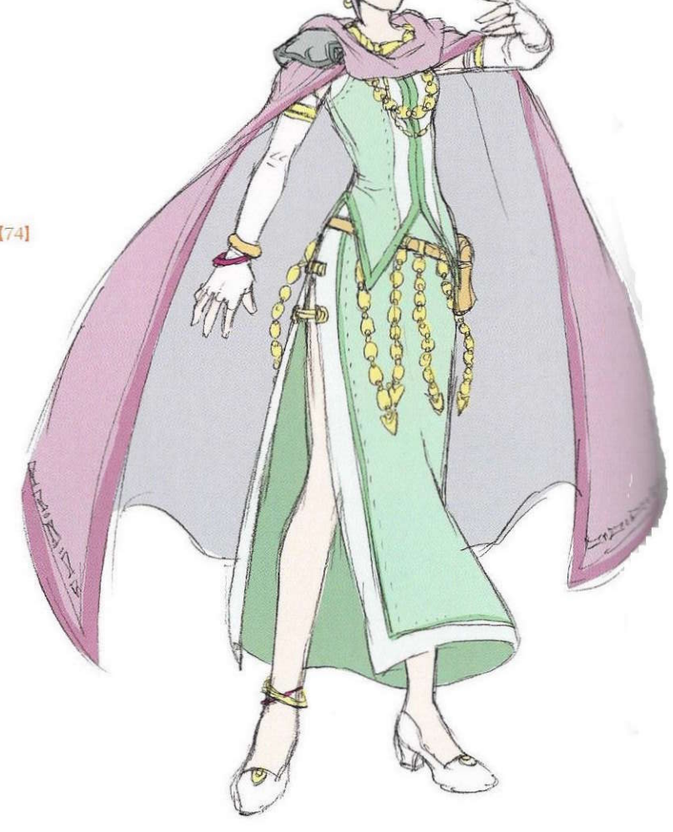

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NOTES

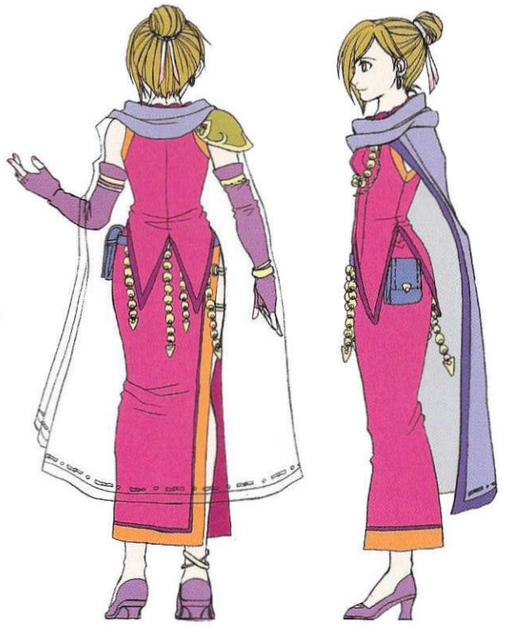
[73] Ilyana's concept art. The faint pastel colors on her outfit are charming. We designed her outer appearance to be at odds with her enormous appetite in order to surprise players --and can safely say it was a great success. **[74]** Concept art of a Sage in Ilyana's colors. Some of these hues do not appear in the actual game. **[75]** Initial concept art of Stefan. His hair was originally blue, but in order to differentiate him from others like Lucia and Geoffrey, we changed his hair color to green. Like Lucia, his clothing is also meant to resemble a more oriental style. **[76]** Three views of Calill. Her expressions are much younger and cuter looking than in the actual game. The purple and shocking pink colors on her flashy dress are unique to her, as they express her love for all things "urban."

The ends of his coat should be diagonal here

Knife

【75】

【76】



scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

[01]

◆ **Reyson**

◆ **Leanne**
She is 90% of Reyson's size.

[02]

◆ **Typical Heron**
A typical Heron is 109% of Reyson's size.

[03]

Size Comparison Chart

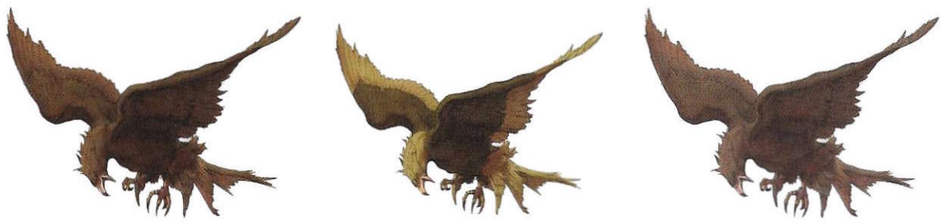
✣身長対比参考図
size comparison chart

These charts comparing the heights and physiques of the characters were made in order to create 3D models. Although these materials were created with that purpose, in mind, they can still be used as a general size reference.

translated by: Microwaveit of serenesforest.net / FEReddit
scanned/edited by: Kirokan / @maikantopia / kantopia.wordpress.com

[04]

[05]



[06]

✣✣✣✣✣

[1] These pages (p.162-163) display a height comparison between various important characters. The height and size of Tibarn and Caineghis, flanking the ends of the line, stands out. [2] A chart comparing the heights of the Herons after their transformation. The form that Reyson and Leanne take after transforming is whiter and more divine looking than a typical Heron. [3] A chart comparing the heights of the transformed beast laguz. Mordecai, to the left of the middle row, is bigger than the other tigers. Giffca's transformation (bottom left) is very grand. [4] A height comparison chart for the transformed dragon laguz. Starting from the left, we have a red dragon, Gareth, Ena, and Nasir (the white dragon). Ena (the pink dragon) is rather small, since she is not yet fully grown. [5] A chart comparing the size of the ravens after they have transformed. When you imagine how they'd look compared to a life-size human, you can understand how frightening they'd appear. [6] A comparison chart of the transformed hawk laguz. Janaff (in the middle of the top line) is smaller than the other hawks when transformed.

[01]

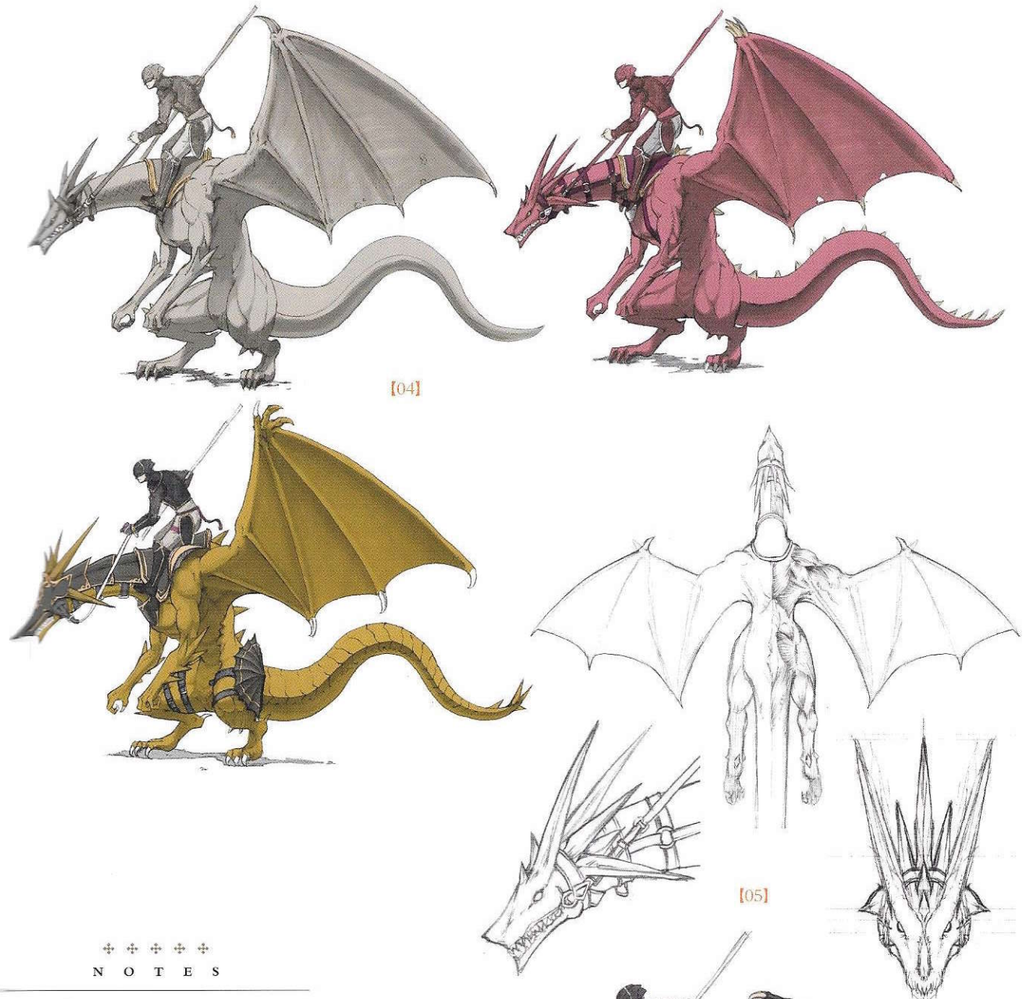
Horses and Dragons

✣ Horses & Wyverns

These are designs for Pegasi and Wyverns --both of which knights use to ride into battle upon. As they are often minor details in the games that one does not think much about, perhaps taking another look at them may reveal something new that one did not expect before.

[02]

[03]



[04]

[05]

✣ ✣ ✣ ✣ ✣

NOTES

[01] Horses for the mounted classes. The higher the class, the more ornaments are added onto them. **[02]** Pegasi that are used by the "Pegasus" based classes. They give off a more graceful impression when compared to the usual warhorse. **[03]** Illustrations of mounted characters. From left to right are: Makalov, Kieran, Oscar, and Astrid. **[04]** Wyverns that are used by the "Wyvern" based classes. They are also drawn in mounted postures. **[05]** Illustrations of the highest class of Wyvern-based classes.

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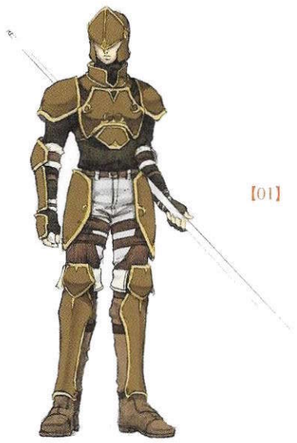
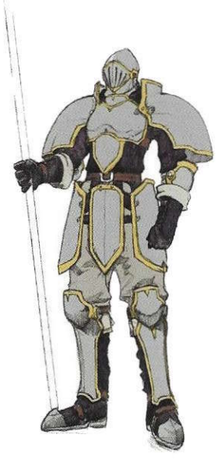


[01]



[02]

Basic Unit Design

✣ Class Designs

These are designs of generic models for various classes/units. Up through page 169, non-promoted classes are shown on the left, and promoted classes on the right. Male and female models are shown side-by-side for some of the classes as well.

✣ ✣ ✣ ✣ ✣

NOTES

[03]

[01] The Knight units [unmounted]. The higher classes are on the right. When they reach the highest rank, they gain a shield. **[02]** [Armored] Knights. The design of the highest ranking one was used for "The Black Knight" as well. **[03]** Pegasus Knights.. The split miniskirt and long knight boots are a series standard in style. **[04]** Wyvern Riders. The design of their pants are plain in order to allow them to fly wyverns with ease. **[05]** Archers. You can get a good sense of equipment around their waists. **[06]** Swordmasters. Their design follows the usual series' conventions. **[07]** Myrmidons, or (possibly) Fighters. They use quite a few belts. **[08]** Thief (male) on the left, and Assassin (male) on the right. The Assassin design is the same as Volke's. **[09]** An advanced thief class unit. They feature cloaks that come up to their mouths.

[04]

[05]

[07]

[06]

[08]

[09]

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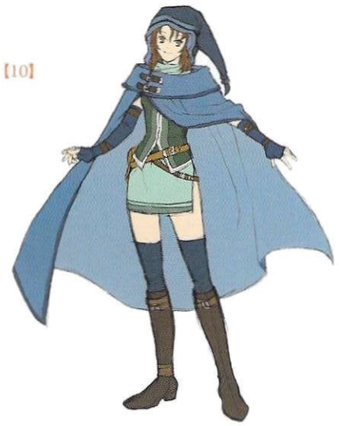
[10]



[11]

[12]

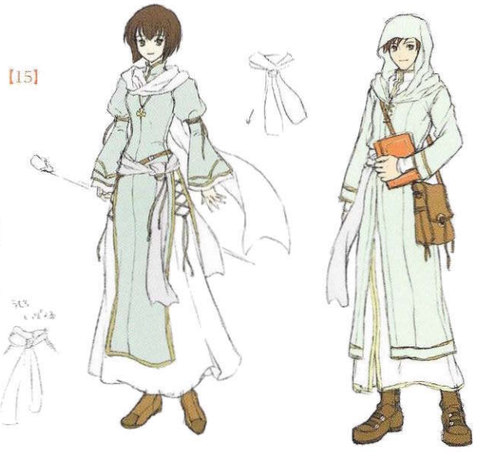
[13]

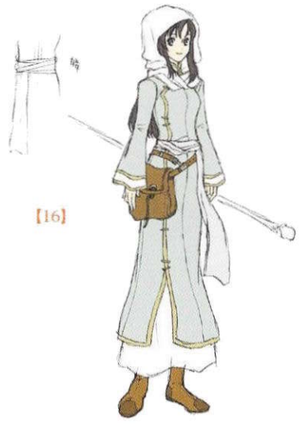
[14]

✣✣✣✣✣ NOTES

[10] Higher level mage units. They have a minimal amount of accessories as not to hinder their incantations. **[11]** Sages. The hoods they had as Mages are removed, and shoulder pads are added. **[12]** Some Mage sketches. The deformed caricatures are rather adorable. **[13]** Mages. Their triangular hoods closely resemble the usual series' conventions. Their capes are on the shorter side, too. **[14]** Beast Tribe [Laguz]. Gallia has a warmer climate, so the denizens were designed to wear loose clothes with plenty of ventilation to keep cool. **[15]** Higher level Priests. Both the male and female units remove their hood, in contrast to the lower-ranks. It makes them look slightly more comfortable. **[16]** Priests. They have minimal decorations, but feature colors that emphasize purity and cleanliness. **[17]** Bandit. Unrefined and barbaric, they indeed resemble the ruffians they truly are. **[18]** Bishops. They wear capes and caps to give even more of a dignified image. **[19]** Bird Tribe [Laguz]. Considering they fly through the sky, they were designed to wear soft and airy clothing. **[20]** Dragon Tribe [Laguz]. A rarity in Tellius, their notable characteristic is their tanned skin.

[15]





[16]

[17]

[18]

[19]

[20]

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剣 17

Swords

細身の剣
Slim Sword

鋼の剣
Steel Sword

銀の剣
Silver Sword

鉄の大剣
Iron Blade

Weapon's Design

We introduce the various weapons that the various classes use -- Swords, Axes, Lances, Bows, Knives, and Magic Tomes --up through page 177. The descriptions are from the game.

銀の大剣
Silver Blade

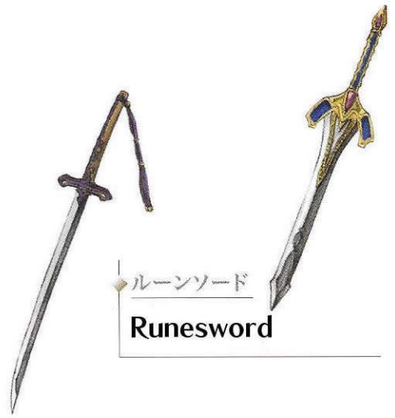
毒の剣
Venin Edge

キルソード
Killing Edge

アーマーキラー
Armorslayer

ラグズソード
Laguzslayer

ルーンソード
Runesword



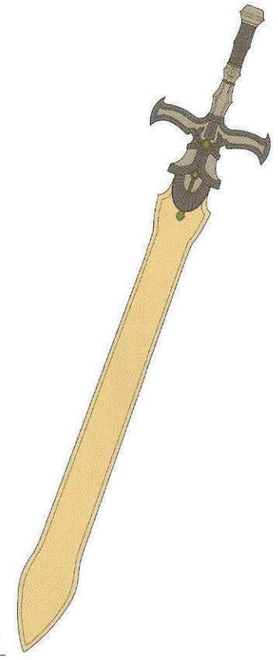
長柄刀
Longsword

勇者の剣
Brave Sword

ヴァーグ・カティ
Vague Katti

アミーテ
Amiti

ラグネル
Ragnell



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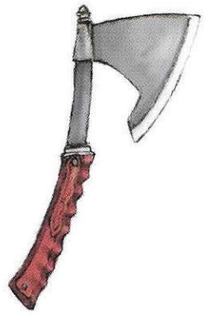


鉄の斧
Iron Axe

鋼の斧
Steel Axe

銀の斧
Silver Axe

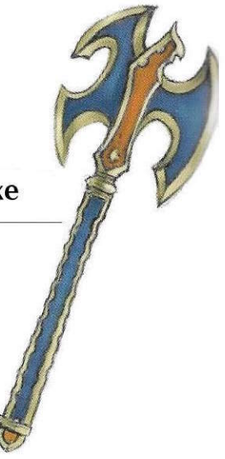
デビルアクス
Devil Axe

手斧
Hand Axe

トマホーク
Tomahawk

斧 14
Axes

毒の斧
Venin Axe



勇者の斧
Brave Axe

ボルトアクス
Bolt Axe

ショートアクス
Short Axe

ラグズアクス
Laguz Axe

キラーアクス
Killer Axe

ポールアクス
Poleax

ハンマー
Hammer

短剣 3
Knives

ナイフ
Knife

ダガー
Dagger

スティレット
Stiletto

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槍 13

Lances

細身の槍
Slim Lance

鋼の槍
Steel Lance

手槍
Javelin

毒の槍
Venin Lance

貫きの槍
Heavy Spear

ラグズランス
Laguz Lance

ナイトキラー
Knight Killer

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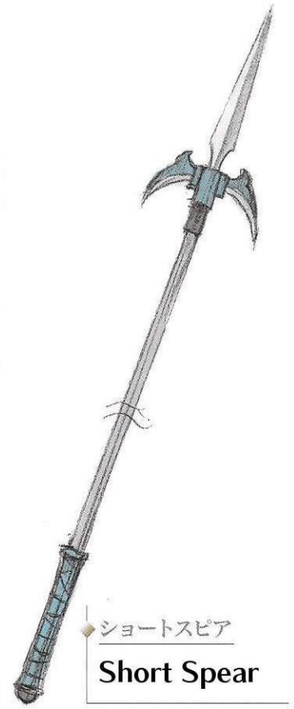


ショートスピア
Short Spear

銀の槍
Silver Lance

キラーランス
Killer Lance

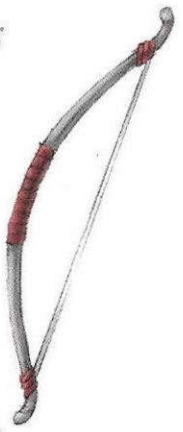
勇者の槍
Brave Lance

フレイムランス
Flame Lance

ゼーンズフト
Wishblade

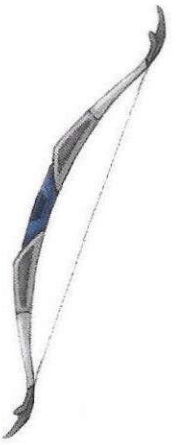
9

Bows



鉄の弓

Iron Bow



鋼の弓

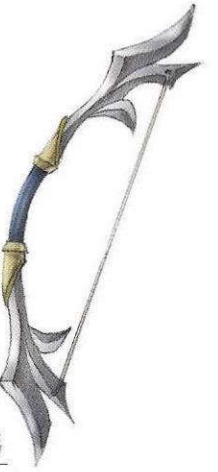
Steel Bow

銀の弓

Silver Bow

キラーボウ

Killer Bow



勇者の弓

Brave Bow

毒の弓

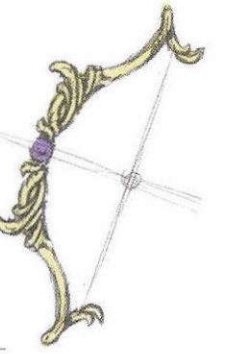
Venin Bow

長弓

Longbow

ラグズボウ

Laguz Bow



ブライトボウ

Bright Bow

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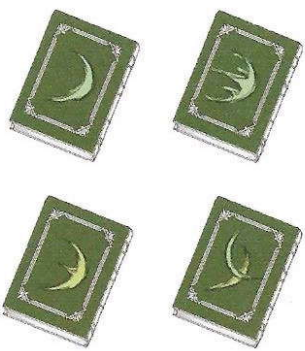
Magic Tomes

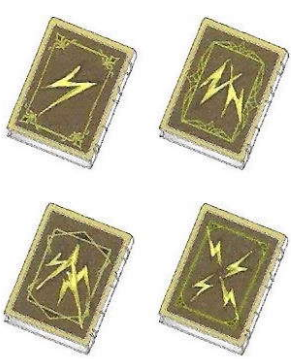
Magic & The Continent of Tellius

In Tellius, magic is commonly used as a weapon in combat. There are four primary types of magic with destructive power: Fire, Wind, Thunder, and Light. There are also Staves, used for healing. It may seem strange that Water (Ice) and Dark are missing, but it is commonly accepted that it is to maintain hegemony among the people of the modern era. Water was one of the miraculous powers of the creation goddess, Ashunera, and Dark was the evil power of the Dark God Yune. It is likely due to these associations that it is forbidden for the average person to study these types of magic. On a broader scale, the Heron Galdrar can be considered a type of magic too. Below are design materials on some of the different tomes.

Tome (Fire)
-Fire tome. Those aside from the top left were unused.



Tome (Wind)
-Wind tome. Those aside from the top left were unused.



Tome (Thunder)
-Thunder tome. Those aside from the top left were unused.

Tome (Light)
-Light tome.

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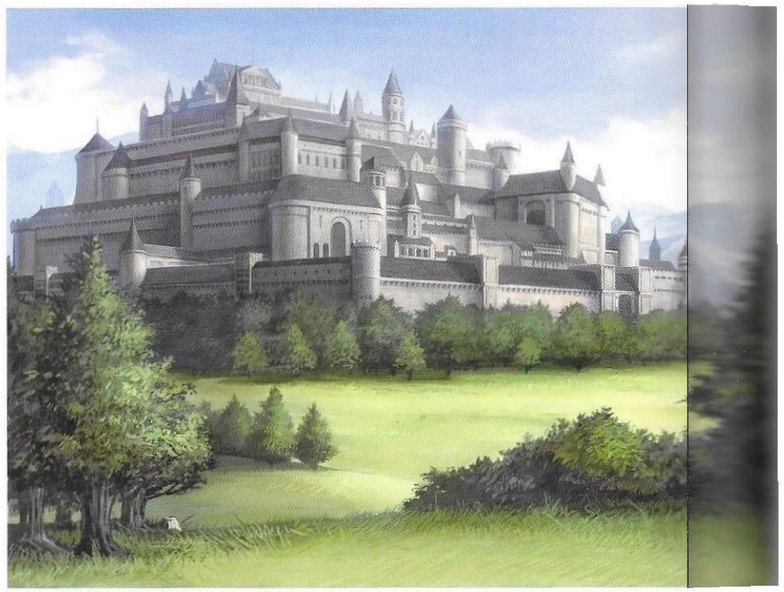
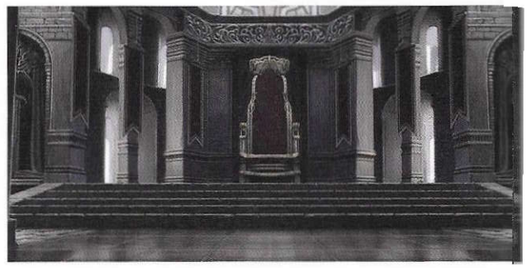
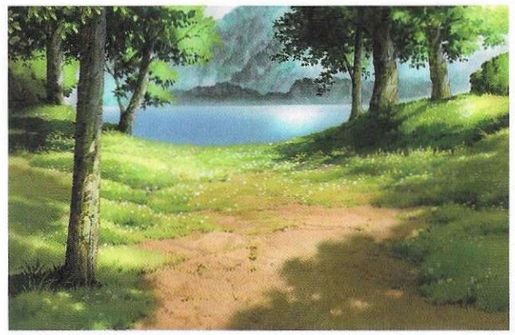
Crimean Landscape
クリミア王国の風景

Facing the ocean currents from the Riven Strait to the north, the land of Crimea has few impressions from other countries. Although it does not have a harsh or temperamental environment, its soil is not particularly fertile; thus the majority of its farmland relies on the "two field system" or "three field system" for a successful harvest. On the other hand, because Crimea is surrounded by Daein and Begnion to the east, as well as Gallia to the south, trading is prolific. Following the demands of merchants, facilities such as highways and roadside accomodations were constructed, creating the continent's most accessible trade routes. Because these routes must be kept safe, free knights and privately-owned mercenary companies can easily find work, allowing Crimea to exist as a unique country without a strong army.
When people describe Crimea's landscape, they immediately think of its lush green trees and clear blue skies. It was in this peace-seeking nation where the dream of Beorc and Laguz co-existence was born. For that reason alone, the Daein army's sudden invasion in the Year 645 brought great shock and sorrow.


Royal capital, Melior

Middle of a forest


Crimean royal court


Flower garden in the forest depths

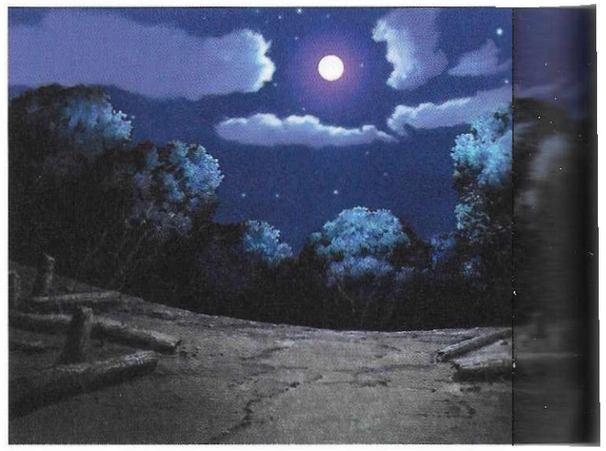
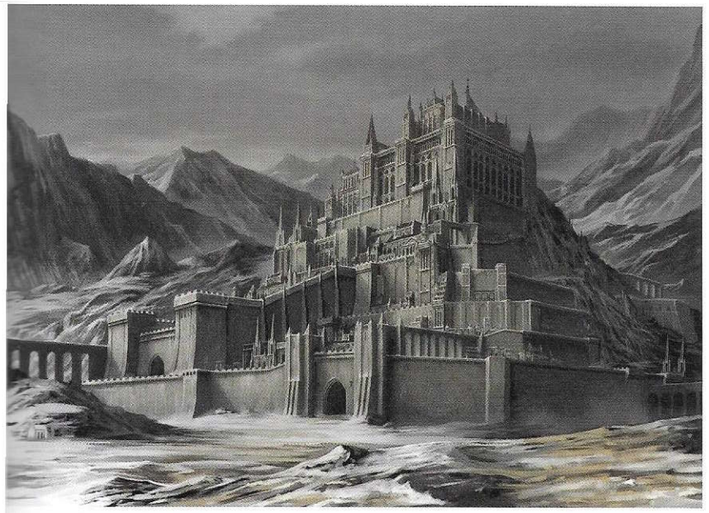
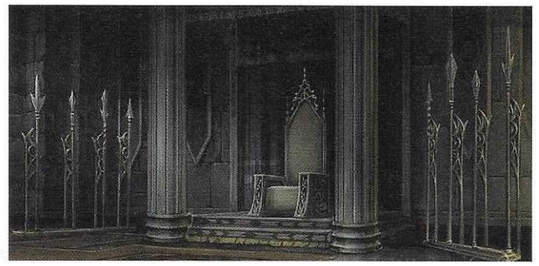

Moonlit forest

Image Boards

Here we have a collection of background pictures and image boards from the cutscene movies depicting each country. Plus explanations of the climates and analyses of assorted materials. Therefore, there is also information not touched in the game. For explanations of each country's establishment and political structure, please refer to Page 10 of this book [Spheres of Influence in the Continent of Tellius], so you may expand your understanding of the game world.

Edited and translated by VincentASM
Scan provided by Kirokan
Last revised: 15th August 2016

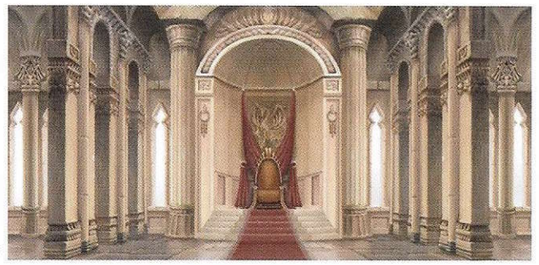

Royal capital, Nevassa


King Daein's throne ➡

Daein Landscape
デイン王国の風景

Surrounded by steep mountains to the north, the Riven Strait to the west and Lake Semper to the south, the land of Daein, together with its cold climate, leaves a strong impression as an ashen world. In truth, due to its low rainfall, with the exception of the farmland that the people struggled to develop, much of the land is untouched, desolate wasteland. Because of this, it's understandable that the people of Daein prefer a honest life of simplicity over luxury. These harsh conditions, as well as the example set by generations of "Four Riders", have helped Daein to become a nation of warriors. From the start, because of its absolute hostility towards the Laguz who surpassed the Beorc in raw strength, the bolstering of its army and increase in armaments was an unavoidable situation. In addition to the Four Riders' loyal troops, the Dracoknights of Daein--infamous for their mobility and destructive power--have posed a constant threat to the other nations.
Returning to the topic of Daein's landscape. The salt gathered from the northern shores and the iron ore extracted from the southern mountains are both of the utmost financial value. However this is little comfort to the citizens in the barren lands who are burdened with unfair taxes, while the kingdom reaps all the profits. Putting aside these rights and wrongs, the Beorc who avoided the Laguz with disgust managed to build a kingdom on such harsh soil--perhaps because of their sheer willpower, this gave rise to a culture where "you cannot survive unless you cut things down".

Imperial capital, Sienne

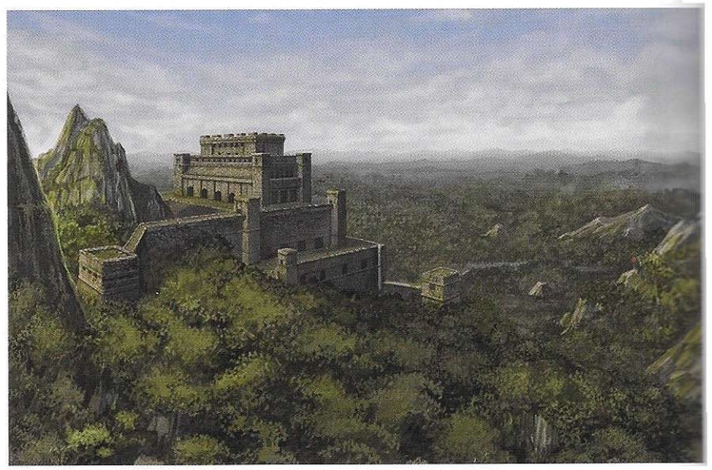

Empress's throne ➡

Begnion Landscape
ベグニオン帝国の風景

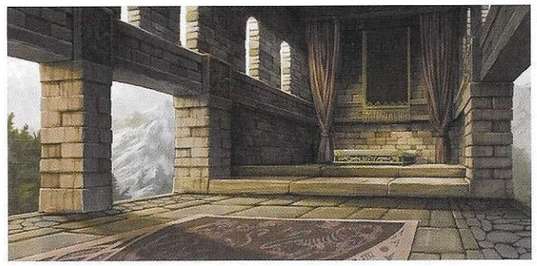
With the south-eastern Begnion region at its heart, the eastern Persis and Noad regions, the southern Est islands, the western Razia desert and Serenes Forest all within its sphere of influence, Begnion is a superpower that, with its majestic imperial capital of Sienne, stands tall among the other nations.
The land of Begnion, befitting the first nation to be formed after the ancient war between the Beorc and Laguz, is rich with fertile soil. Its temperature is warm throughout the year and rainfall is frequent. The stone masonry--characteristic to the nation--has survived since ancient times, having been constructed to avoid erosion by trees. Beyond the east of Lake Semper lies the Persis region, blessed with gold and silver deposits. Further north-east is the Noad region, a cold land blanketed in snow for most of the year, where hunting and fishing is commonplace. The products of the mountain and seas--the vast, fertile land and the precious ore, together with the sheer size of the territory, has led to abundant wealth. However this wealth is devoured by the senate and the nobility, which reveals a darker, negative side of the country that tends towards its own self-interest.
During the "Mad King's War" in the Year 645, when the Beorc nations of Crimea and Daein fought against each another, Begnion watched from a distance, keeping to the sidelines to avoid a disadvantage. Later, despite reinstating the Serenes royal family and surrendering rulership of the Serenes Forest, by strengthening its relationship with Crimea, Begnion further extended its position as the strongest power in Tellius.

Gallian Landscape
ガリア王国の風景

Located in the western part of Tellius, the forests of Gallia maintain a warm climate throughout the year, as it moves through the four seasons. Much of the area consists of deep forest and development of the land for agricultural or other purposes has been kept to a minimum. For the beast Laguz who settled down here--and able to take on the forms of lions, tigers and cats, Gallia is perfect for living. Gallia is also a very suitable base for repelling enemy invasions. Between the Year 350 to 360, the Gallians prevented the Begnion Theocracy's conquest of their soil twice, which is evidence enough. The large armies sent into Gallia's great forests struggled to manoeuvre due to their numbers, while in comparison, the beasts could briskly navigate the trees, unleashing the full potential of their individual battle strength. At the time, for the Laguz who escaped Begnion's cruel slavery, there is no doubt they found a haven in Gallia.



⬆ Royal capital, Zarzi

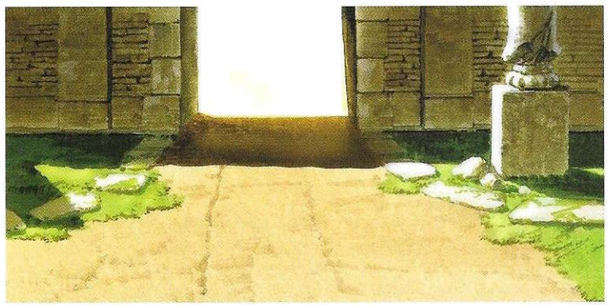


⬅ Castle Gallia

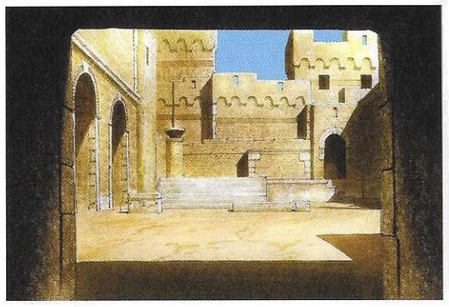
Goldoan Landscape
ゴルドア王国の風景

Located in the south-western part of Tellius, the region of Goldoa is almost entirely desert. It has a hot climate with intense sun throughout the year and fierce sandstorms blown in by the winds from the Gazaleah Sea, making it inhospitable for Beorc. It's precisely because of the dragon tribe's incredible vitality among the Laguz that they can find solace in such a barren land.
The architecture remains intact from ancient times and is notable for utilising natural cliffs and elevated ground as part of the structure. The site of the "Goldoan Conference"--a gathering of the various nations' Laguz rulers--was constructed by leveling the sand and stacking rocks of different sizes on top.

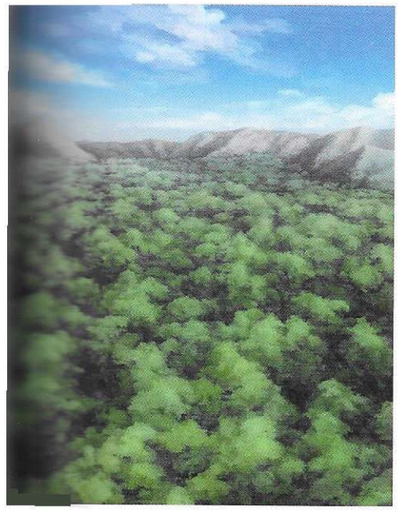
⬆ Goldoa Castle



⬆ Outdoor conference ground

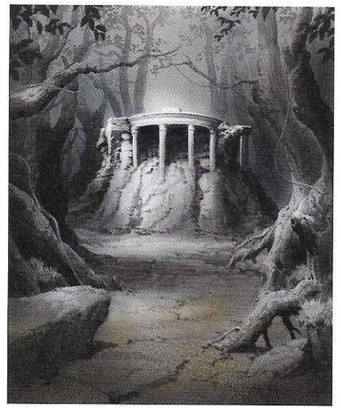


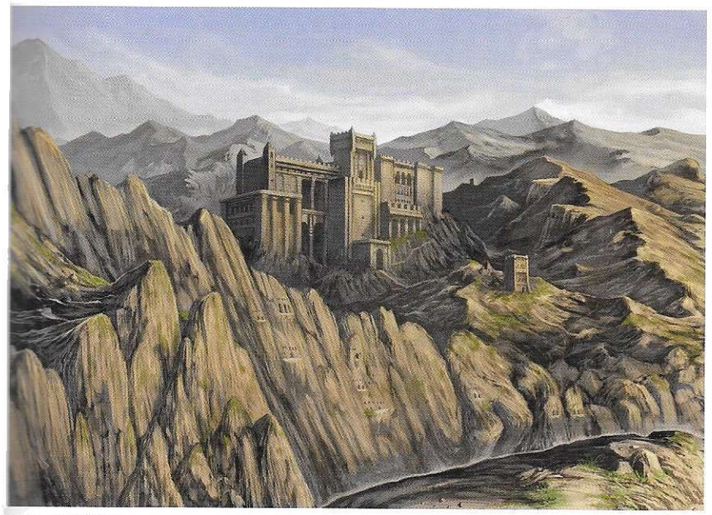
⬆ Conference ground interior



⬅ Serenes Forest

⬇ Forest Ruins





⬆ Phoenicis Hall

⬆ Castle Kilvas

Serenes Landscape
セリノス王国の風景

Situated in the very centre of Tellius is a vast forest known as the "Serenes Forest". The humid air flowing in from the Gazaleah Sea generates a lot of rainfall as it collides with Tellius's largest mountain range--and this was how this ocean of trees came to be.
After the "Serenes Massacre" in the Year 625, which robbed the lives of the heron tribe, the Serenes Forest faded into ashes. However, thanks to the efforts of Prince Reyson and Princess Leanne, the forest regained its beautiful green colour from the bygone days.

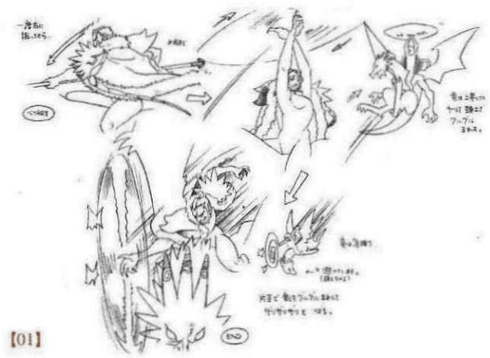
⬆ Ashened forest

Phoenicis and Kilvas Landscape
フェニキス王国と
キルヴァス王国の風景

Finally we come to the Kingdom of Phoenicis. Towards the south-west, sandwiched between the south of Tellius and the Gazaleah Sea are a collection of islands collectively known as the Phoenicis isles. These islands, which are separated by steep mountains and sheer cliffs, are said to be uninhabitable except for the bird tribe who can soar the skies. In order to deter invaders from afar, the royal castle stands atop a lofty and perilous peak.
On one hand, the land is naturally fertile because of the abundant water and warm climate, so there is massive potential to introduce farmland developed using Beorc cultivation techniques. However, on the other hand, the bird tribe's main diet consists of fruits and nuts, so there is little reason for them to farm.
Since the Kingdom of Kilvas was formed after splitting from Phoenicis, it is natural that the two nations' culture and society are the same. No matter how one looks, it's impossible to access either nation except from the sky. With no way to punish the bird tribe's acts of piracy, the Begnion Theocracy could do little except fold their arms and watch as the years went by.

Edited and translated by VincentASM
Scan provided by Kirokan
Last revised: 15th August 2016

ASHNARD アシュナード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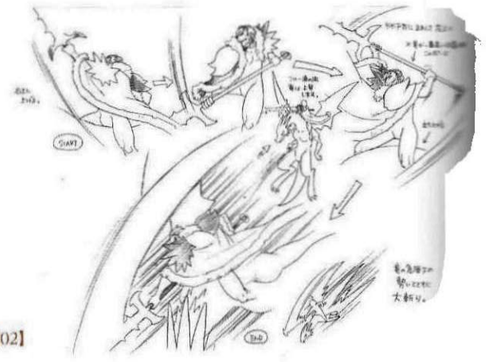
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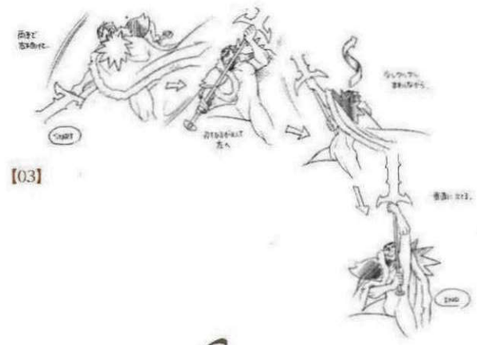
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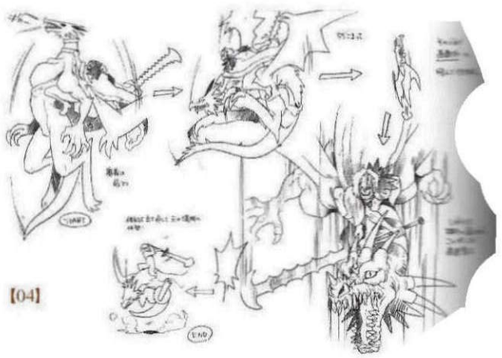

【04】

Battle Animation

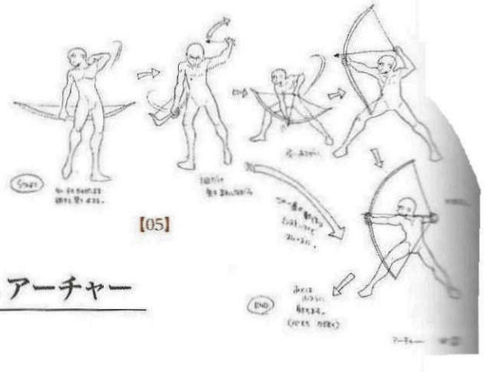
✣戦闘アニメーション

From these rough design documents, we can see the general idea for the motions involved in different units' battle animations (mainly critical hits). We selected 8 of 28 of these never-before-seen sketches. Some characters such as Ike (Ranger/Lord) are not included as the documents simply don't exist -- they used motion photography rather than sketches like these.

✣ ✣ ✣ ✣ ✣

NOTES

[01][02][03][04] Documents that depict Daein's King Ashnard executing a critical attack. He swings the powerful, evil weapon Gurgurant to bring about pure destruction.
[05] An archer executing a critical attack. Much like Rolf of the Greil Mercenaries.
[06][07][08][09] Depictions of the Black Knight executing a critical attack. A general holds the occult skill "Luna" which reduces enemy defense by half. This, combined with the power of the divine sword Alondite, brought plenty of headaches and left an unforgettable scar on players who suffered it.
[10][11][12][13] Those of the various mounted knight classes performing a critical attack. Lances, swords, axes, and bows. Their lower bodies remain in a fixed position due to being on horseback. Their upper bodies, however, can move freely to compensate.


【05】

ARCHER アーチャー

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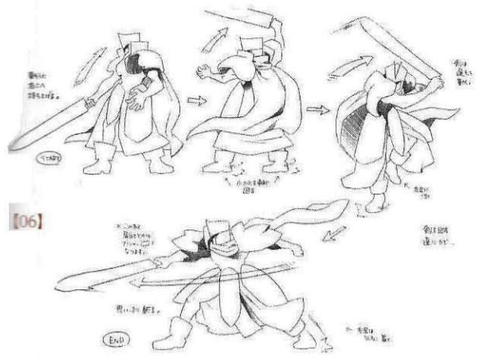
BLACK KNIGHT 漆黒の騎士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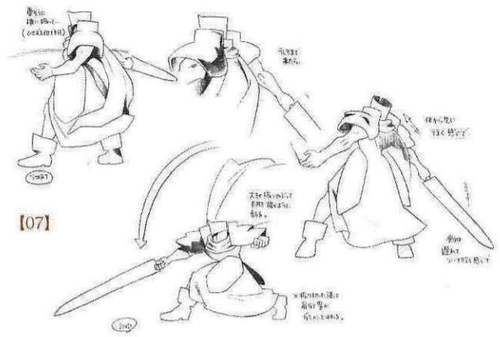
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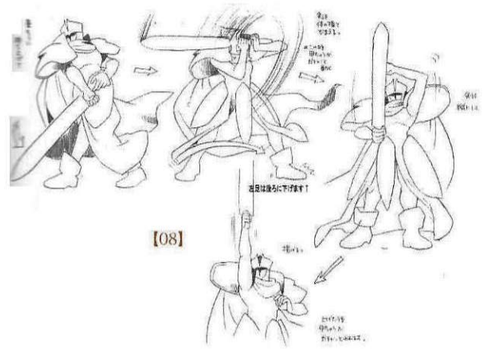
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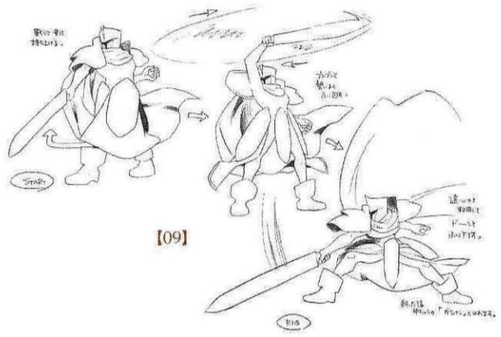
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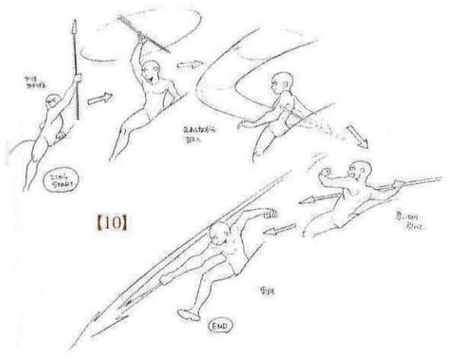
KNIGHT ナイト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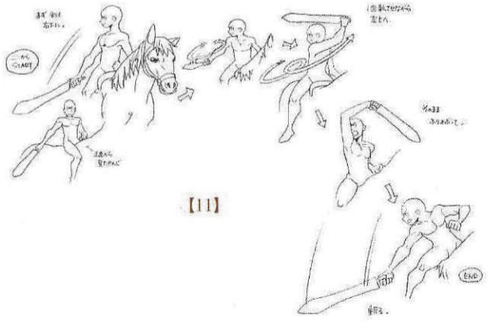
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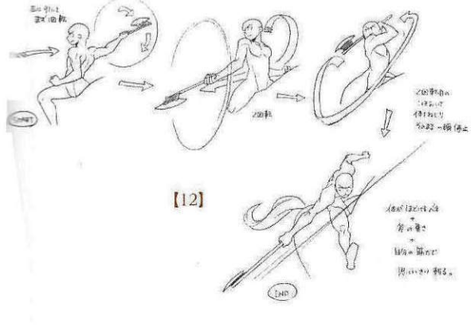
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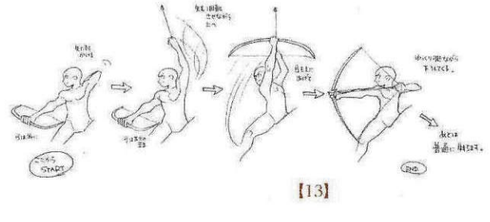
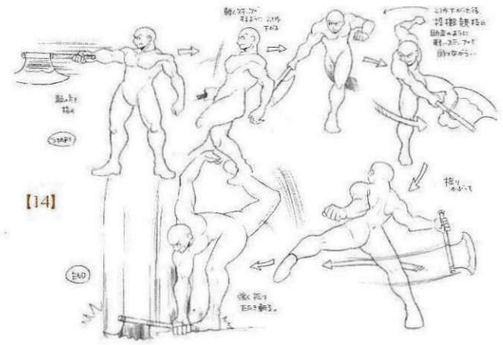

【13】

WARRIOR 戦士



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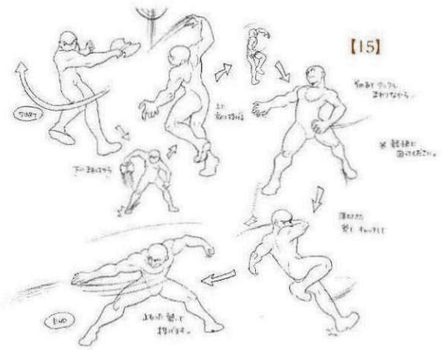
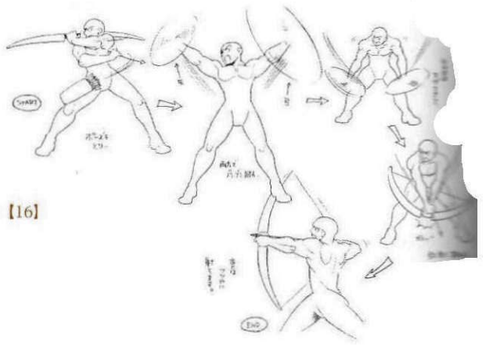


【15】

✣✣✣✣✣

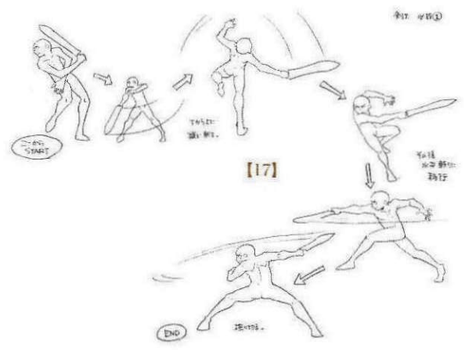
NOTES

[14][15][16] Warriors and berserkers executing their critical and occult attacks. Compared to the various types of knights on the previous page, these classes are drawn with larger builds. They make more exaggerated gestures too, due to being able to use their lower body.
[17][18][19] Documents that show myrmidons performing a critical attack. Wielding swords, they make use of centrifugal force to boost their offensive power. **[20]** Swordmasters performing a critical hit. The way they move their swords is what mainly differentiates them from myrmidons, relying on single swipes.
[21][22] Thieves performing a critical hit. Their weapon's strike range is rather short, so their motions must reflect their need to be up close to an enemy.
[23][24] The assassin's occult skill "Lethality" is impressively depicted.
[25] A mage performing a critical attack. The finishing pose is the same shown by Soren in the opening movie. **[26][27][28]** A sage's critical attack and occult skill which reduces enemy resistance by half: "Flare."



【16】

SWORD FIGHTER 剣士



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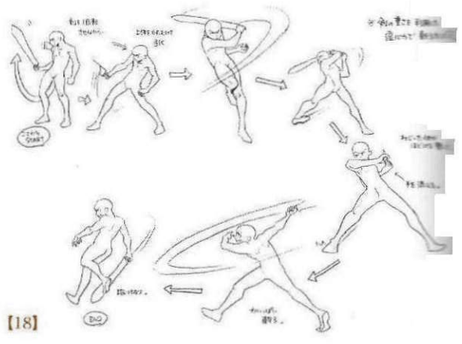

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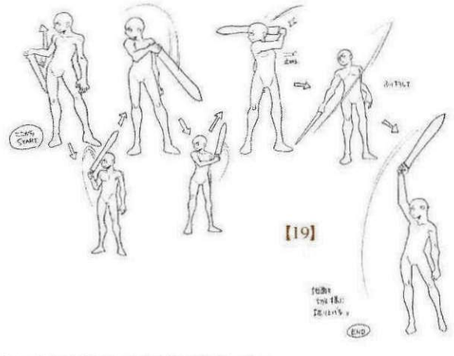

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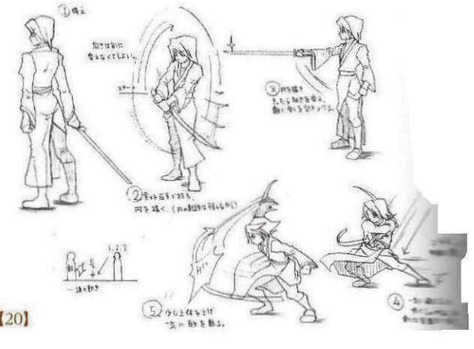

【20】

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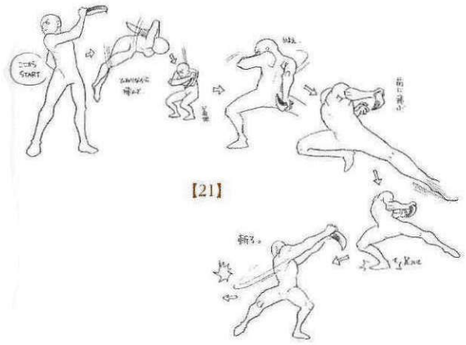
THIEF シーフ



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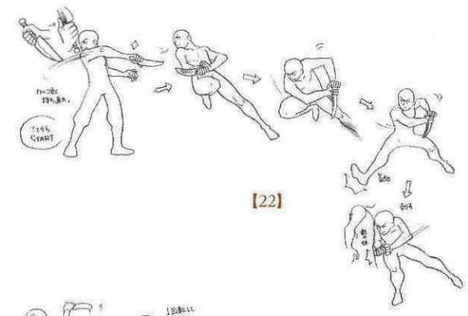

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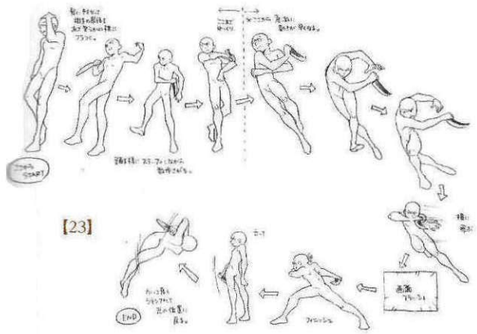

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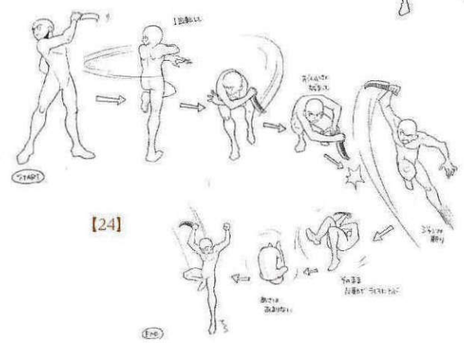
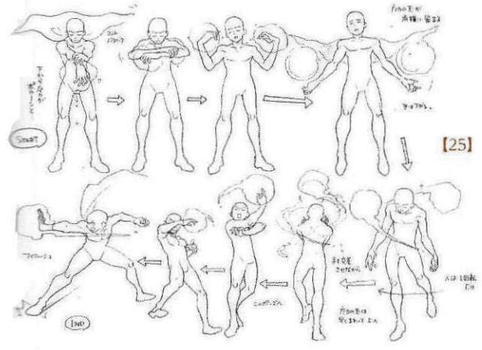


【24】

MAGE 魔道士



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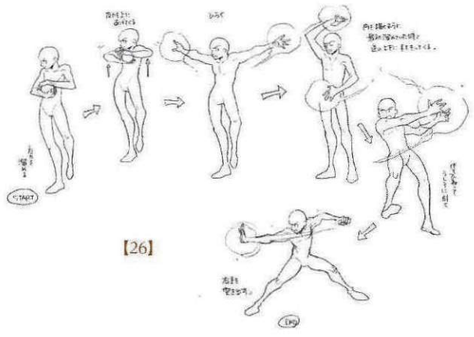

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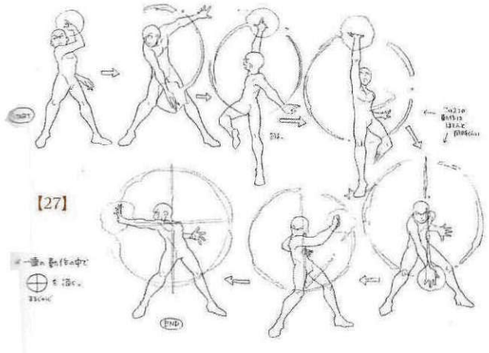

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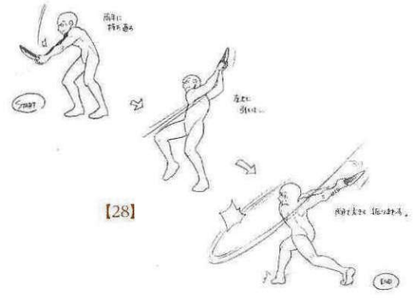
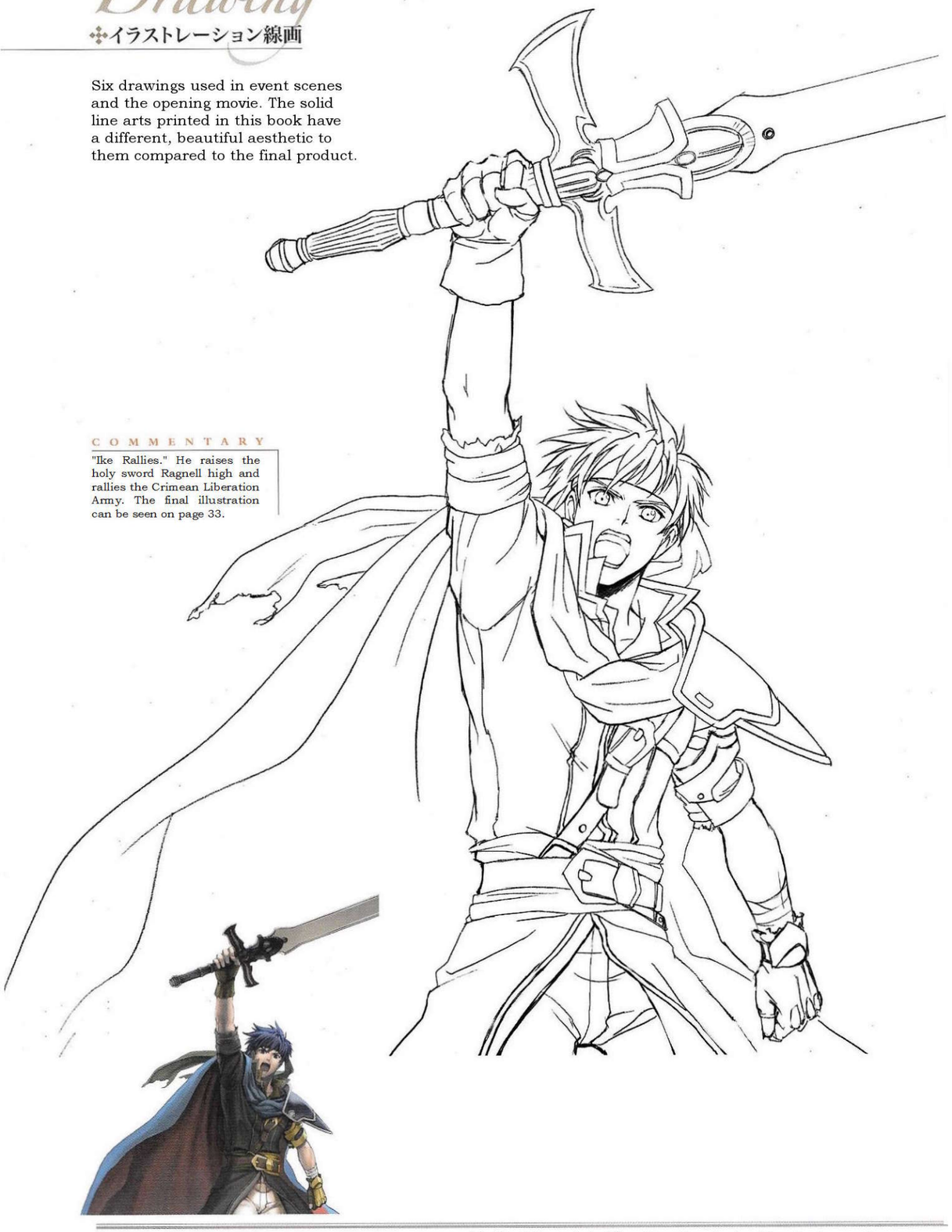


【28】

Drawing
✣イラストレーション線画

Six drawings used in event scenes and the opening movie. The solid line arts printed in this book have a different, beautiful aesthetic to them compared to the final product.



COMMENTARY

"Ike Rallies." He raises the holy sword Ragnell high and rallies the Crimean Liberation Army. The final illustration can be seen on page 33.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

COMMENTARY

"Ike's Assault." Attacking his father's bitter enemy with a powerful slash. The final illustration can be seen on page 33.

COMMENTARY

"Ike Prepared." Ike right before his third and final battle with the Black Knight. The final illustration can be seen on page 123.

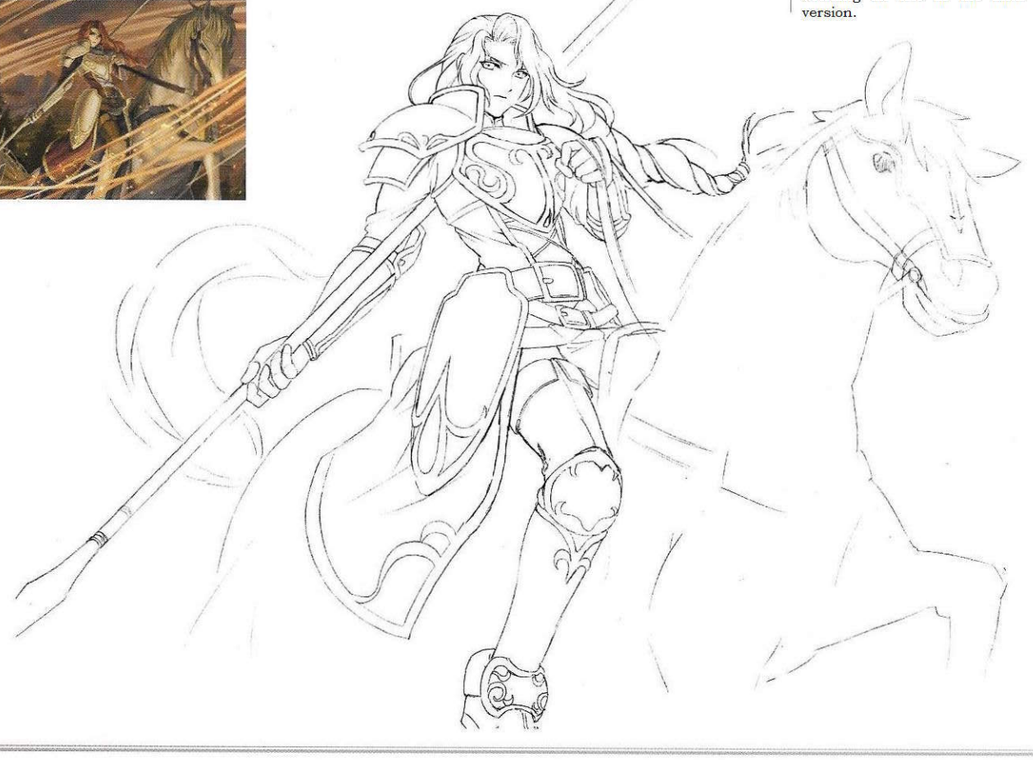
scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

COMMENTARY

"Elincia." She stands in her secluded villa, long before she meets Ike. She would begin her escape to Gallia soon after this.

COMMENTARY

"Titania." She holds a lance here in her original picture, but it was changed to show her wielding an axe in the final version.



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COMMENTARY

"Soren." A wielder of wind magic, he is unleashing a critical attack. These two pages have all three of the artworks used in the opening movie.

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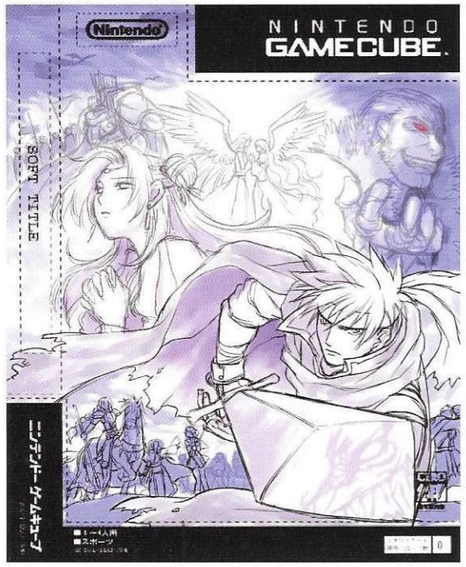


COMMENTARY

An early draft. The main components, such as Ike being in the center, as well as Elincia, Ashnard, the Black Knight, Reyson, and Leanne have not changed much. Ike's blade displays a reflection of a dragon in it.

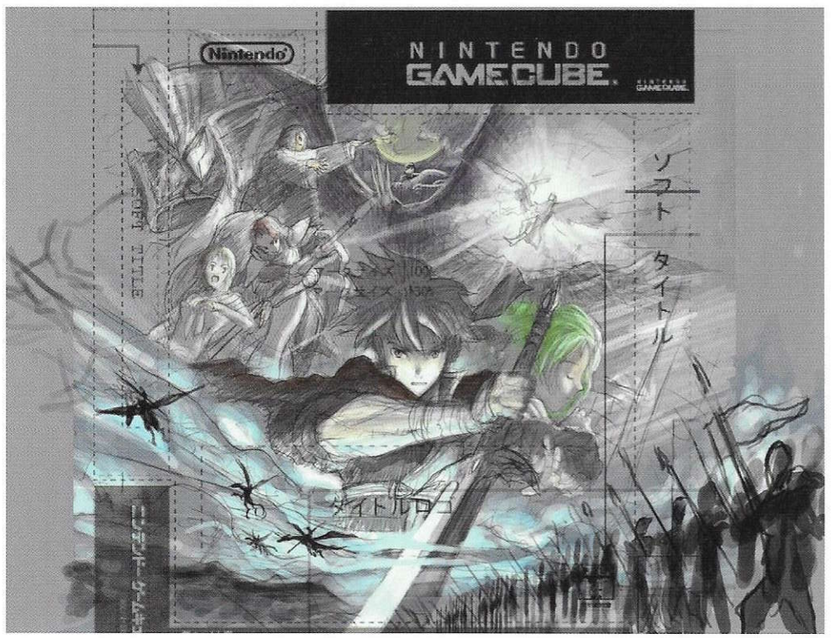
COMMENTARY

A rough draft of the final version. Ike had been changed from his more sharp and slender look to give off a more stout and rough demeanor. Ashnard now appears riding Rajaion behind him as well.

Package Illustration

Box Art Designs

These are some examples of rough sketches regarding *Path of Radiance*'s box illustrations. Though main characters such as Ike appearing on the cover is expected, the interesting parts come from the slight changes the illustrations underwent.



COMMENTARY

This is when the ideal cover was slightly more toward being finalized. Ike moved to front and center, but other important characters such as Mist, Titania, and Soren were added as well.

COMMENTARY

The final version of the cover (as seen on Page 006). Compared to the rough sketch above, Elincia's posture changed. She now faces upward, her eyes wide open.

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Cover Illustration

The two cover illustrations for this book were drawn by Senri Kita.
The valiant Ike and charming Elincia bring back old memories.

✣本書カバーイラスト

KITASENRI COMMENT

It has already been ten years since this game was released. Back then, I never imagined a design document compilation book would ever be put together. It is quite a rare thing indeed.

It was thanks to the die-hard fans making their voices heard that such a thing could come to fruition. It has deeply moved me. I am blessed and ever grateful to have been able to work on such a project.

-Senri Kita (Engines)
Fire Emblem: Path of Radiance
Character Design & Illustrations

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Staff Room ✣スタッフルーム

We present messages from the staff of *Fire Emblem: Path of Radiance*. All names are presented as they appear in the staff credits.

[A] Main role in creation of this game
[B] The fun and hard times of creating this game
[C] Characters that they have emotional attachments with
[D] A message to fans / on this document compilation

MASAHIRO HIGUCHI

[A] Chief Designer

[D] I am glad we could release a design book more than ten years after *Path of Radiance*'s initial release. Being the first 3D FE game and on the Gamecube, there were of course many challenges during the design stages.

If those who picked up this book can get a sense of the world of Tellius through it, then that alone would make me very happy.

MINORU NODA

[A] Map Director, Background Designer

[B] The trial and error involved in making the map visuals was really enjoyable.

The most painful part of development was having to throw our original schedules out the window in order to perfect it.

[C] Devdan

[D] I feel this game was the greatest technological leap for the series.

I hope you have continued to love the series since then.

DAISUKE IZUKA

[A] Event Illustration, Class Design, Dialogue Scenes, Background Design, Opening Movie Design

[B] When designing the various denizens of Tellius, I had to keep in mind not to let the designs look too strange. At the same time, it was a little difficult to get the designs right for this game which revolved around the mercenary group (compared to previous entries where often characters were or related to royalty). The best part was tinkering around with designs for ragged clothes, silhouettes, and cool-looking items. The staff had a lot of fun day after day fiddling around with all sorts of things to help really build the world that is Tellius.

Also, I'll never forget that wicked smile the design chief had on his face when giving me (a guy who has never made a movie) intense instructions during the creation of the opening movie. Ah, I'll never forget that demonic face...

[C] Once we were in the early discussions regarding Ike's rival. We had agreed that they would be the highest class in the line of armor knights, and, eventually we decided on the Black Knight. I was really happy with how he turned out. I shivered when I saw the way the talented Senri Kita breathed life into him.

[D] For me and the rest of the staff, this book brings back memories from the time when all of us had pooled together our ideas to form the world of Tellius. I hope both fans and those who may pick it up out of passing interest can enjoy this book!

KOUHEI MAEDA

[A] Scenario Writer, Story, Support, and Base Conversation Developer

[B] Writing the scenes where Ike is remembering his younger days with his father after he passes away, as well as when he decides to succeed Greil as chief of the mercenaries were very memorable to me. When the scene was finalized with things like graphics and music, I was incredibly moved –to the point where, right there at work, I was brought to tears.

It was a lot of fun and an incredible experience seeing the game put together in such a way.

The most difficult thing though, I would say, was naming the chapters. Chapter names like "Blood Runs Red,"* and "Solo"** would sometimes drive me crazy as I puzzled over what to name them. I remember it coming to a point that I would be agonizing over if the meaning was too complicated or too straightforward. It really was hard!

[C] Soren and Titania. I grew attached to them as I wrote their lines. They were the two who would give Ike advice while having completely opposite approaches and personalities, so left an impression on me.

During development, we considered changing the story depending on whose advice you decided to follow... but the plan was ultimately rejected. However, the idea bounced from one place to the next, and eventually was made use of in *Fire Emblem Fates*.

I also grew attached to writing dialogue for Sanaki, Mordecai, and Devdan, as they each had peculiar speech mannerisms. It was particularly a lot of fun writing the scene where Ike first encounters Sanaki. Ashnard, the Black Knight, and Naesala's dialogue too... well since I'm running on and on, I'll stop there!

[D] It is thanks to everybody who has loved this game even now, more than ten years on from its original release in 2005, that we could release this collection of design documents. Thank you very much. From the bottom of my heart –thank you.

YOKO NAKAI

[A] Character Design, In-Game Character Face/Portrait Art

[B] Having been involved in *Binding Blade*, *Blazing Sword*, and the subsequent *Path of Radiance* from the planning stages throughout development, I still remember being unable to accomplish anything on my own –no matter how hard I tried. I had to rely on various people for their wisdom and help in order to get things done. Since hardware had shifted from the Game Boy Advance to the Gamecube, all things we knew about FE (designs, setting, etc) would have to change to adapt, too. The whole process may have been difficult, but it was a lot of fun, too.

[C] Ike was the first character I helped build with the Scenario Writer and Art Director, before we went on to make the other characters and rulers of the other countries that he would interact with. So, Ike, definitely.

[D] Though I drew so many pieces of concept art, I never thought they would be collected and released in this way, so I was pretty surprised to hear that! It warms me to know that more than ten years on, fans can still enjoy reading the documents presented in this book over and over again. It's thanks to all of the *Fire Emblem* fans that have supported us and made their voices heard that this book could even come to be. Thank you so much!

SACHIKO WADA

[A] Face Design, Hard Mode Map Adjustment, Etc.

[B] I went through all sorts of hell adjusting the maps for hard mode. *Path of Radiance* was my first time being in charge of map adjustment, so I didn't really plan as well as I could have. Testing out the same maps over and over again while adjusting based on feedback was fun, though.

[C] It's hard to pick one, since all the characters left some sort of impression on me.

There is a fun story behind one of the face designs though. When a "male character with a ponytail" was first proposed among other designs, the initial reaction was, "Seriously? A man with a ponytail?!" It was promptly waved off by the male staff. When the final design was complete, however, it was met with smiles and people saying "hey that actually works really well!" This is the story behind Shinon.

[D] It is my deepest pleasure that the documents I wanted to deliver to fans back during *Path of Radiance*'s initial release can finally see the light of day.

I feel nothing but love and gratitude toward the fans who still continue to play and enjoy the game to this day.

KYOUKO NAKAZAWA

[A] Map Design, Terrain Development

[B] Learning how to make things in 3D for the first time...it was difficult, but at the same time... (Laughs)

[C] Naesala (They were cut, but I made maps of Kilvas and everything...!) (Cries)

[D] It makes me really happy that the game that brought us so many smiles (and tears) during production could have its design documents released to the public.

And it is thanks solely to the fans that made it happen! Thank you all so much!

IKUKO NISHIKAWA

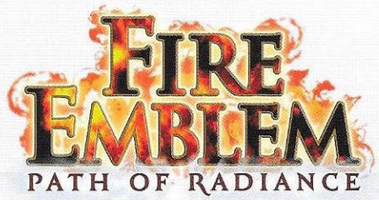
[A] 3DCG, Battle Animation Design, Opening Illustration Support

[B] It was my first 3DCG project as someone who had just joined the company. All the experiences throughout development made me grow considerably as a developer. This game holds a special place in my heart for that reason.

*lit: "The color of the blood that flows"
**lit: "Alone, Singing"

Path of Radiance title logo

Save data icon



Title logo for overseas version

Quite a bit of these documents were created through repeated phases of trial and error. I feel the fact that even a small part of these unseen gems can see the light of day will make fans very pleased.

There were a lot of characters, and since 3D models are visible from a full 360 degrees with little room for errors or inconsistencies, they take a lot of space. A lot of the models were regrettably simplified as a result. These technical limitations are what I found most difficult to deal with. I think it was also a huge challenge to move on from 2D expressions and designs that the series was known for up to this point, too.

[C] My favorites were the Black Knight, Armored Knights, and pretty much any heavy unit. They were already my favorite classes from before, but also the easiest characters to express in motion. I remember being very particular about making them with the intent of being able to "express the sheer weight and sturdiness of their class through their movement."

I was also in charge of enemy boss designs, so had to make unique faces for them too. Among my many directions was one I still clearly remember to this day: "Make them have faces you would strike down without hesitation!" (Laughs). My absolute favorite was Oliver's by a long shot...

[D] *Path of Radiance* is a revolutionary game in the *Fire Emblem* franchise for all sorts of reasons –such as having a protagonist who is neither royalty nor an aristocrat, a game that uses 3D models, etc. I feel it had a different atmosphere to it that allowed many people to enjoy it. Even as the series goes forward, the fact people still remember and play this game brings me great joy.

MASAYO SHIRAOGAWA

[A] Battle Animation Weapon Design, Character Modeling and Motion

[B] As is usual with first projects, everything was basically a series of trial and error. We used motion capture for character movements, but trying to then match the cape and armor to the motion became a never-ending struggle...

Creating memorable characters was a lot of fun though. My most cherished memories revolved around working with the wonderful staff who all deeply loved *Fire Emblem*.

[C] Tauroneo. He's a rather attractive middle-aged man. His conversation with Bryce in the final chapter is heartrending.

[D] *Path of Radiance* was the first game of the *Fire Emblem* franchise I got to work on, so I have plenty of nice memories associated with it.

It makes me very happy that there are plenty of others who felt the same feelings of joy when the design book was announced!

CHIE TAKAYA

[A] Face Graphics, Map Unit Design, etc.

[B] This game holds plenty of memories for me as it was the first FE game I was involved in. When I think about the game, I feel a unique charm of it was the individuality the bosses had. I started with designing Zawana, then Ikanau, Havetti, Nedata... I remember when I got to Norris, I felt I was at my absolute limit. For whatever reason, I ended up temporarily pasting the handsome Zelgius's face onto him to help calm me down. I still remember hearing people go "yikes!" in response to seeing that. Sorry guys.

[C] The staff had a memo desk to pass instructions to each other, but there would occasionally be drawings of the various *Path of Radiance* characters for the staff on there too. Even though I openly proclaimed Soren as my favorite character, for some reason, a lot of people ended up drawing Oliver and Dheginsea for me instead.....

TAKAKO SAKAI

[A] Map Unit Models, User Interface

[B] *Path of Radiance* is a game that holds deep memories for me due to being my first project and FE game, as well as the fact I had just joined the company.

There were several issues that troubled me during development, and I had to learn several new things. I am really glad that there was plenty of senior staff who helped guide me, and that I got to work with people who were so passionate about the project.

I remember being really sleepy for some reason when working on the sprite icon of Ike. This was still the era of cathode-ray tube TV's, so there was a cap [to the amount of time something should be on the screen]. My supervisor was lecturing me, and I had to make a lot of corrections [to the sprite]. And before I knew it, I fell asleep.....

[C] Dheginsea. He is a king who embodies dignity and majesty with a strict personality. He also knows a lot of the continent's secrets but says very little. I thought he was cool despite being difficult to deal with.

[D] A big thank you to everyone who is reading this book.

I myself was very pleased that a design book was being released. When I see this book, it brings me great pleasure reliving both the fun I had playing it and the memories I had [in designing it].

YOSHITO HIRANO

[A] Soundtrack

[B] This is a game I had played through plenty of times. I think there was a mixed response to whether or not the "FE Theme" should play on the title screen, but in reality, it was already something that was decided upon even before the Sound Designer's own decision in the early stages of development.

This was the first time in a long time that the series would be on a console, so everyone in the sound staff (including Tsujiyoko) felt the same way: "time to make a new FE soundtrack!" And so, everyone threw around plenty of ideas like, "let's get rid of the enemy turn theme" or "let's change this to an orchestral track to better fit the mood." Really, this game came about thanks to the efforts of everyone involved giving it their fullest.

There were also a few limitations between balancing in-house and main staff between this and other projects, though we still made it despite the complaints. Also, we were judged by strict evaluation standards, so had various practice runs throughout the process to get it just right. We steadily made it over every hurdle that came by. The background music on maps gets a special mention for having especially difficult chords. I feel it led this game to have one of the best, but also most difficult, soundtracks in the series.

We managed to create something nice after plenty of twists and turns, and implemented what we learned in mind for the sequel, *Radiant Dawn*. Most important of all though was that it taught us valuable lessons in how creators should think.

[C] Oliver by far. Though it is not exactly due to his majestically large presence, but rather the fact that his theme song contrasts him so well and is one of the most beautiful pieces of music in the game.

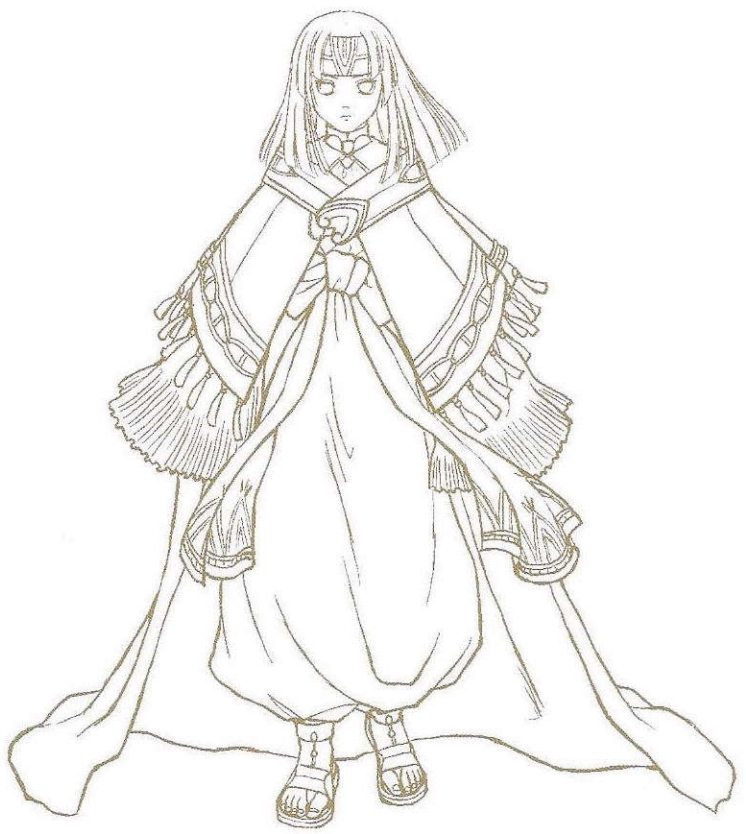
It started as a simple request from the Director: "I want Oliver to have a theme song." I thought that writing a solemn song would fit a senator more, but the Director wanted more. He wanted a beautiful and classy song –the exact opposite of Oliver's appearance.

I clearly remember the first time the Director heard "Powerhungry Fool," he burst out laughing.

[D] To both *Path of Radiance* and other *Fire Emblem* fans who picked up this design book –thank you very much. "Ahh! It's this character again!" "I see! So this is how I do it!" "Argh why'd *he* have to come from a random house in the *middle* of the map?!" This collection reminds me of all the fun times I had and all the characters I met throughout the game. It makes me happy that others will be able to do the same, and can share in the joys and sorrows of this work through this design book.

Unused Ike Graphic

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com



Fire Emblem: Path of Radiance Memorial Book - Tellius Recollection Volume 1.

This project was started July 31st 2016, and officially ended December 19th 2016.

I put a lot of time into translating these pages from Tellius Recollection - Vol 1, and I hope it brings you great joy in reading them.

The quality for some pages could not be helped due to the nature of the book and the scanner. It automatically saved as JPEG format too, which I continued to save it for consistency. Next project will feature PNGs and higher quality, based on lessons learned from this project.

A big thanks to MicrowaveIt for their contributions on some pages, as well as VincentASM for handling the histories and some other pages too. AstroknighticalFeats covered quite a few character profiles.

I credited each on their respective pages for their work, and handled the rest myself.

Please feel free to spread the joy and information to other fans, and link back to the main project page and give souce credit when possible.

I have already started work on Volume 2 (Radiant Dawn), so please come by and check it out! It is much higher quality, as I had plenty of donations that helped me make it so.

Lastly, please consider donating if you really liked the work. I did it all on my freetime, so it would really help me out!

-Kan
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Project compilation post link:

https://kantopia.wordpress.com/2016/07/31/fire-emblem-por-tellius-recollection-scantranslation-compilation-post/

Donation link:

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serenesforest.net - Where MicrowaveIt, VincentASM, and Astroknightical feats helped.